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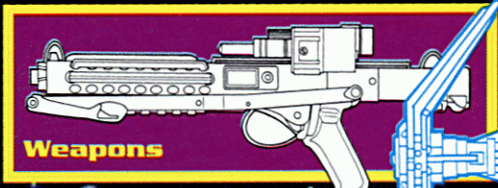
# STAR WARS®

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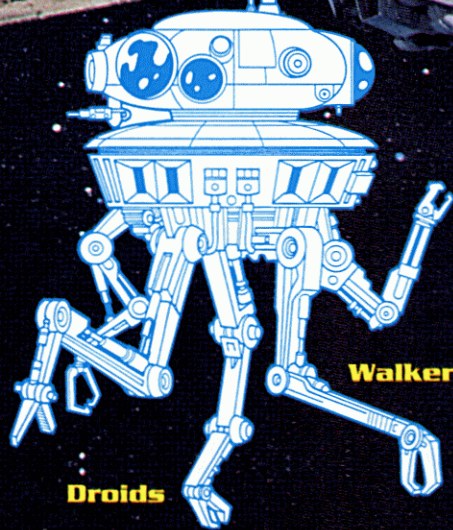


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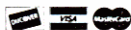
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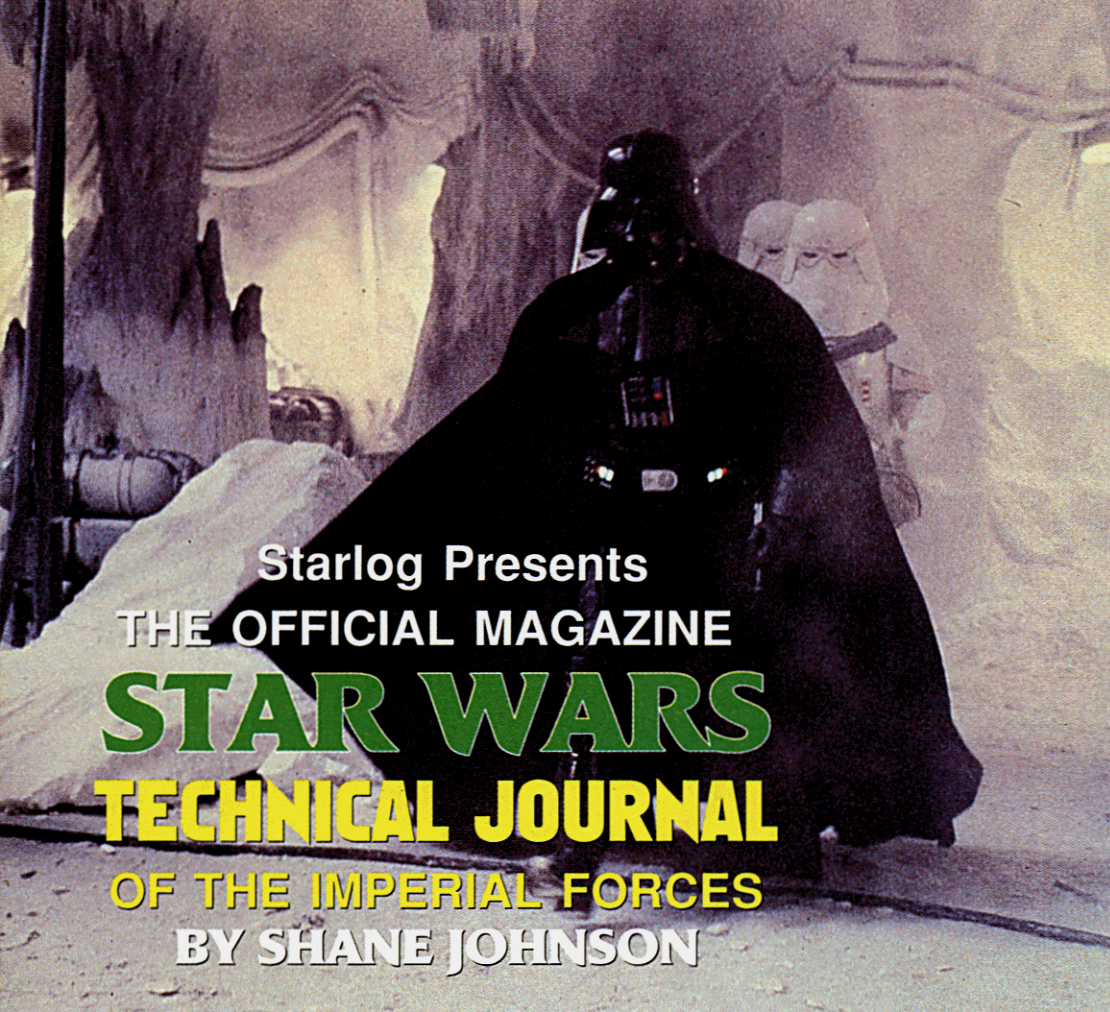
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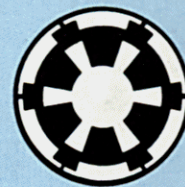
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# INTRODUCTION



IMPERIAL SHUTTLE

**J**uly 20. That date means little to anyone anymore, it seems. The day usually passes each year with the obligatory casual mention at the end of the evening newscast, but the average person on the street—even if that person is a dedicated fan of *Star Wars* or other science fiction—seldom remembers the vast significance of that summer day.

At the time, it was said that the event of July 20 would forever be the crowning achievement of human science, a proof that nothing man set out to do would be impossible for him. It was said that every other date in history would be but a footnote by comparison.

It was a simple thing, really. One man, bracing himself against a fragile, hollow aluminum ladder, turned a little to his left, reached out with one foot and took a step.

A small step—but at the same time, a giant leap.

This July 20, please go outside on that summer evening. Listen to the rustle of the trees. Feel the warm, gentle breezes that only your home planet knows, and look up at a world that has never known them.

Look up at the Moon.

And remember, if only for a moment, that 25 years ago *we were there*.

Shane Johnson  
May 1994

## ACKNOWLEDGMENTS

**I**n researching this series of *Technical Journals*, I have developed a new appreciation for the tremendous amount of work put into the maintaining of continuity in the *Star Wars* universe. From the movie trilogy to the reference books, to the novels, to the comic books, to the toys and model kits—I tip my hat to the people at Lucasfilm. It is not easy to keep an entire universe in order.

As in *Volume One*, I have used Lucasfilm studio drawings and photographs, both graciously provided to me, to insure the accuracy of this *Journal*. Meticulous study of the films themselves (in widescreen!) showed me details of both sets and models that might otherwise have been missed. I discovered that some details of the films (such as the placement of the entry hatch on the TIE fighter) were not as previously had been thought, due to popular misconception. I have tried to correct these errors here, and have worked to make this book as true to the films as possible.

The original edition of *A Guide to the Star Wars Universe*, by Raymond L. Velasco, was an

invaluable source of detail and history, and study materials provided to me by Mike Kott of Intergalactic Trading Company saved me much time in raw research. I would also like to express my thanks to Jamie Murray for my continued access to his extensive collection of *Star Wars* goodies.

Wherever possible, I have adapted the materials of West End's roleplaying game for inclusion here—and I must say I appreciate the incredible amount of work that has gone into their project.

I also wish to mention the contributions and/or support of my wife, Kathy, my son, Daniel, Scott Bell, Steve McClellan, Mark Vinson, Don Maass, Craig Ligon, Barry Smith, David Hutchison, Lucy Wilson and Sue Ros-toni of Lucasfilm, Eric Kristiansen, Skip Shay-tovich, Brian Hughes and David Holt.

*This book is dedicated to Dan Cheney, for whom the first Star Wars will always remain the only adventure of Luke Skywalker.*



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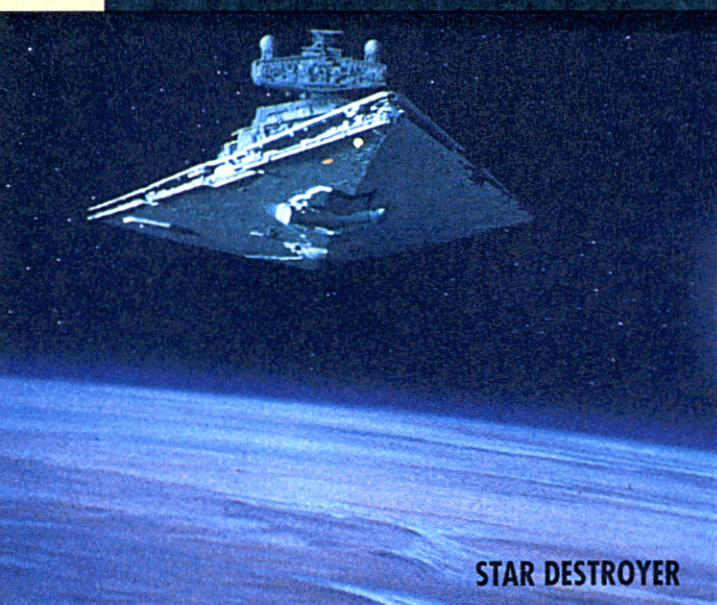
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STAR DESTROYER

## A BRIEF HISTORY OF THE EMPIRE


(from the Rebel Alliance Historical Archives)

**I**t was called the Old Republic. No other name was necessary. No recorded memory of the Old Republic's inception existed, nor was any needed. Its founders had faded into the dust of history, so long ago had they lived.

They had built the only galactic community ever known, a community that had always served its citizenry well and faithfully. New



## THE DEATH STAR



worlds came to share in its beneficial guidance as the centuries passed. First hundreds, then thousands, then millions of worlds banded together under its banner.

For more than a thousand generations, the worlds of civilized space co-existed within the Old Republic, a free and equitable governmental fabric which bound its worlds and its citizens

into a beneficial whole. The common rule by the Senate served the people wisely and well. Planets, which found themselves in jeopardy due to natural disaster or rebellious uprising, could turn to their neighbors for help. All races, all sentient species, all peoples were equal under the law and lived their lives with rights that guaranteed both opportunity and freedom.

The guardians of this Republic were the Jedi Knights, a bold and fearless Order that, numbering in the hundreds of thousands, served to defend and protect the people of the Republic. Their wisdom, bravery and strength had become legend. The mere mention of their intervention was often sufficient to quiet planetary lawlessness, wherever it occurred. Drawing their common strength from the Force, the Jedi maintained peace throughout the galaxy for generation upon generation, and passed their ways along to those who had proven themselves both capable and worthy of Knighthood.

By banding together, the Old Republic had made itself impervious to any outside attack. No other known galactic powers dared move against them, for to do so meant certain failure. The people of the Old Republic slept securely in their beds, safe within their political walls.

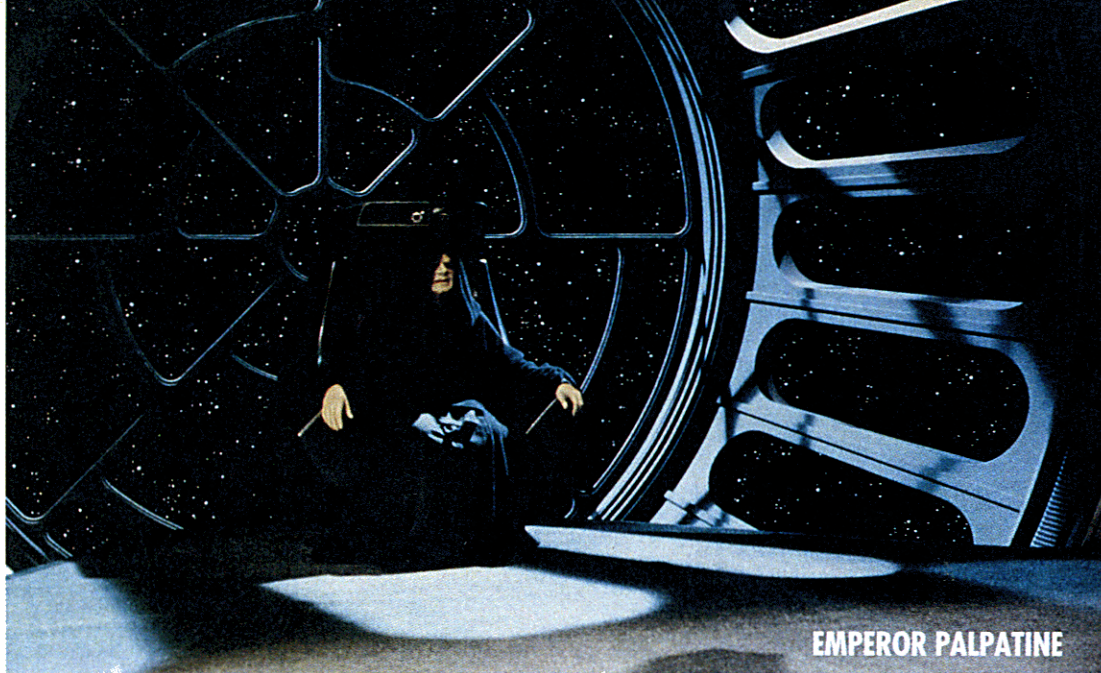
Attack did come, however. But, as with many democratic societies, it came not by outside force, but from within.

Decay finally set in as more and more worlds joined the Old Republic. Local officials became susceptible to influence and bribery, bowing most often to the wishes of those involved in the dealings of interstellar commerce. The Senate, weakened by so many centuries of peace and complacency, became dangerously careless. Political overthrow was unthinkable, but inevitable.

An ambitious and unscrupulous senator named Palpatine rose quickly and geometrically to power, aided by those in the lower regions of the Senate who began to crave more power and authority for themselves. Promising to clean up the galaxy and return the Republic to the excitement of its more vital and ambitious days, Palpatine was elected President of the Republic, and surrounded himself with these greedy and power-hungry officials, who had swept him into power.

What they did not know was that Palpatine drew his power and charisma from the dark side of the Force. He had far greater ambitions than the mere office of President would allow him, and those who had ridden his coattails onto the upper places of political power were soon to find themselves left behind, imprisoned, or





**EMPEROR PALPATINE**



**VADER AWAITS EMPEROR'S ARRIVAL**

crushed beneath the heavy hand of Palpatine as he ruthlessly sought his ultimate goal.

Under Palpatine's orders, the new Empire began a military buildup unlike any in recorded galactic history. Immense vessels with incredible firepower sprang from the drawing boards and into existence seemingly overnight. The resulting technological boom brought about the creation of a whole new science of war.

The core systems were the first to fall. Their planetary governments were forcibly disbanded as martial law swept from world to world.

Secure in his position, surrounded by a military core that feared him, Palpatine declared himself Emperor. For the first time in uncounted centuries, the worlds of the Old Republic found themselves ruled by one man. All personal rights became subject to the whims of the Emperor, and early uprisings against Palpatine were wiped out almost before they began.

In the end, there was only the Emperor and through him the galaxy was ruled by the dark side of the Force.

The Jedi were systematically hunted down and summarily executed. The Jedi found themselves being abandoned, betrayed and even murdered by those whom they had protected for so long.

But the Force, of course, was quite real—and the black tentacles of its dark side had hardened Palpatine and his new pupil, Darth Vader, into evil incarnate. They shared its horrible energies, and used them to fill the minds of their subservient military minions with fear.

Master and disciple, they ultimately devised a program that should have spelled final doom for the Old Republic. The puppet Senate that had been kept in place was permanently disbanded, and direct rule was given to those regional governors appointed by Palpatine. The creation of a terrible weapon, one capable of destroying an entire planet with a single blast, kept the terrified leaders of each world in line under pain of annihilation. This *Death Star* was Palpatine's last word—the final assurance of his stranglehold over the billions that he ruled.

For all his power, however, Palpatine had underestimated the spirit of independence still alive within the galaxy. Amid the darkness of the oppression that held the former worlds of the Republic in its terrible grip, there flickered a tiny ember of resistance. Fanned by the dream of regained freedom—and by the reemergence of the virtuous side of the Force—the spark became a flame. Despite overwhelming odds, against a seemingly invincible Imperial military force, the flame burst into a fire that quickly became brighter, hotter and purer.

The Rebel Alliance was born. The Jedi breathed again. The days of Palpatine's Empire were numbered.



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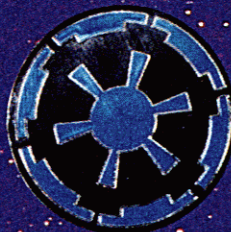
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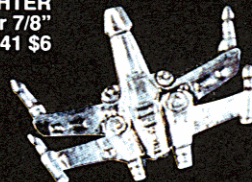
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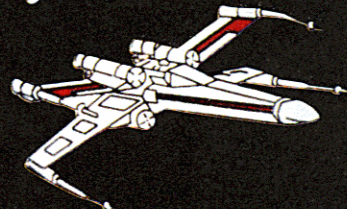


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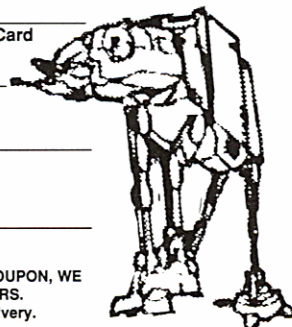
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## STORMTROOPERS

**T**he stormtrooper is the soldier of the Empire, serving by the thousands in highly-trained regiments across space. Their characteristic white armor conceals the blackness of the minds beneath, which have been molded flawlessly into mere extensions of the Emperor's will. They cannot be bribed, influenced or pleaded with; they are carefully selected for their unquestioning determination to serve Palpatine to the death.

The exact origin of the Empire's stormtrooper ranks is a mystery, but their almost mindless loyalty to their Emperor has led to much speculation. Many believe that they

are specially-selected and trained, drawn from a vast pool of shock troops kept at the ready at what could possibly be an advanced trooper training facility on an unknown planet. Others have conjectured that the Empire has utterly disregarded the moral precepts held during the days of the Republic and is growing these troopers through an accelerated cloning process. In that case, these fierce soldiers would exist solely for the purpose of furthering Imperial causes and have no concept of individual lives, rights or thoughts, at all.

The standard stormtrooper uniform consists of a black, temperature-controlled body glove, over which is worn a white, shaped, 18-piece anti-blasters cocoon shell. This durable uniform is a practical spacesuit, which will protect its wearer in almost any environment, from total vacuum to extremes in cold and heat for a limited time. Breathable air is normally taken in through filtered vent slots on the forward sides of the uniform helmet, but in emergency situations—as in movement underwater or through open space—a 20-minute atmosphere supply built into the armor's backplate automatically provides the wearer with oxygen.

The eyelenses of the uniform helmet automatically polarize against intense glare, providing troopers with enhanced combat vision. A voice-activated comlink provides constant communications with other troopers, and also allows face-to-face conversation via a small speaker in the "mouth" position. A utility belt worn around the waist of the armored bodysuit contains food rations, emergency power cells, basic survival equipment and a spare comlink.

Just as there are specialized tasks for the Imperial stormtroopers to perform, so, too, is their armor specialized. Uniform variants include those of the scout trooper, the snowtrooper, the seatrooper (a lightly-armored suit designed for swimming) and the sandtrooper. The armor of the zero-g stormtrooper, used for space combat or when non-airlock boarding of vessels is required, is not so much a uniform as it is a robot suit designed to provide power and air for prolonged periods. Built-in weaponry and laser cutting tools make this soldier quite formidable indeed.

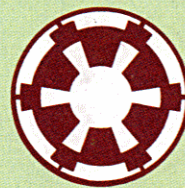
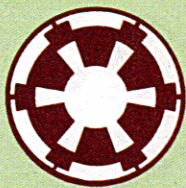
Officers are generally distinguished from

*(continued on page 16)*



# STAR WARS

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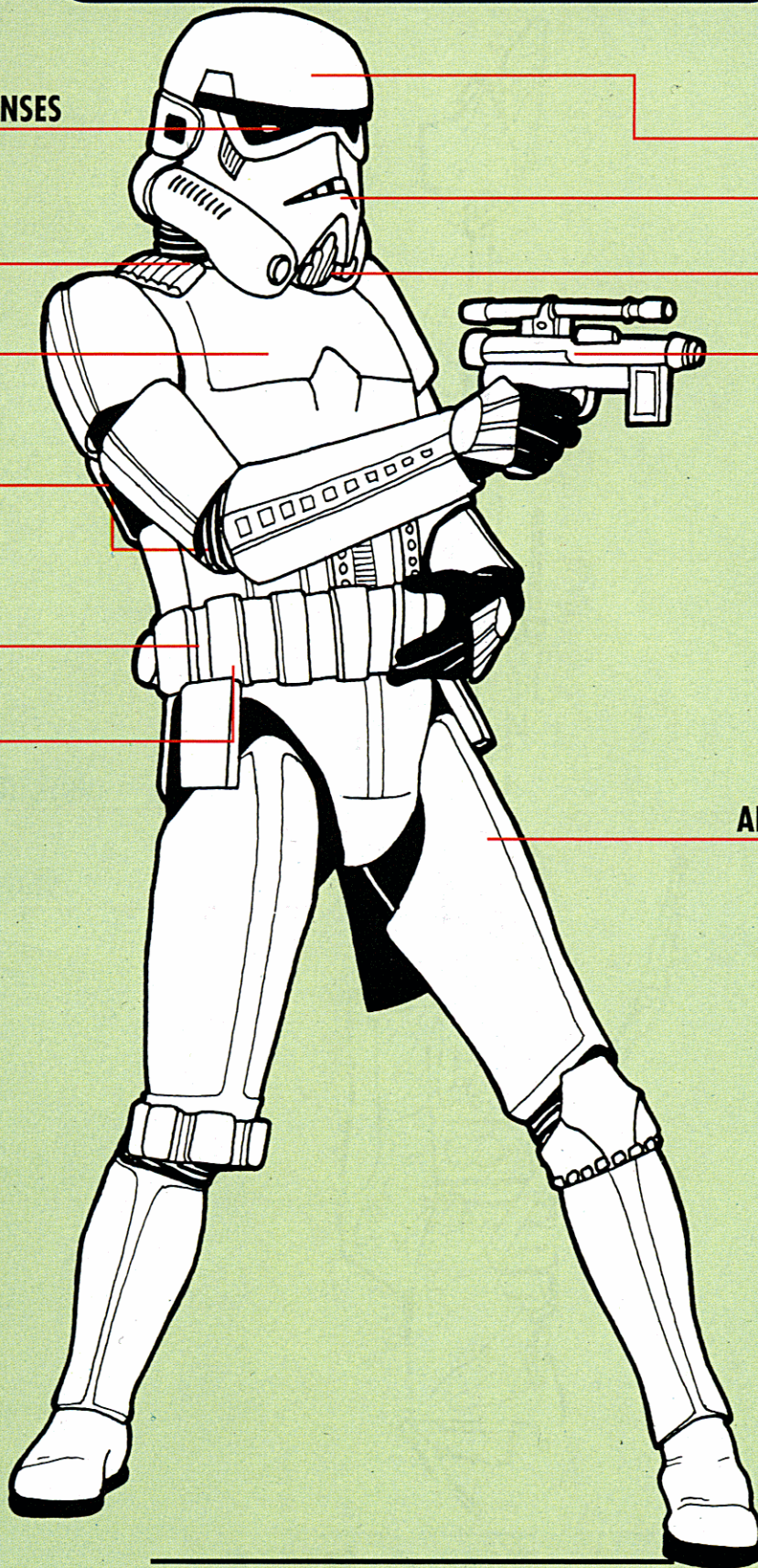
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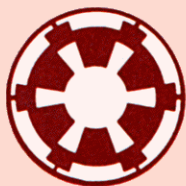
UTILITY BELT

ANTI-BLASTER ARMOR



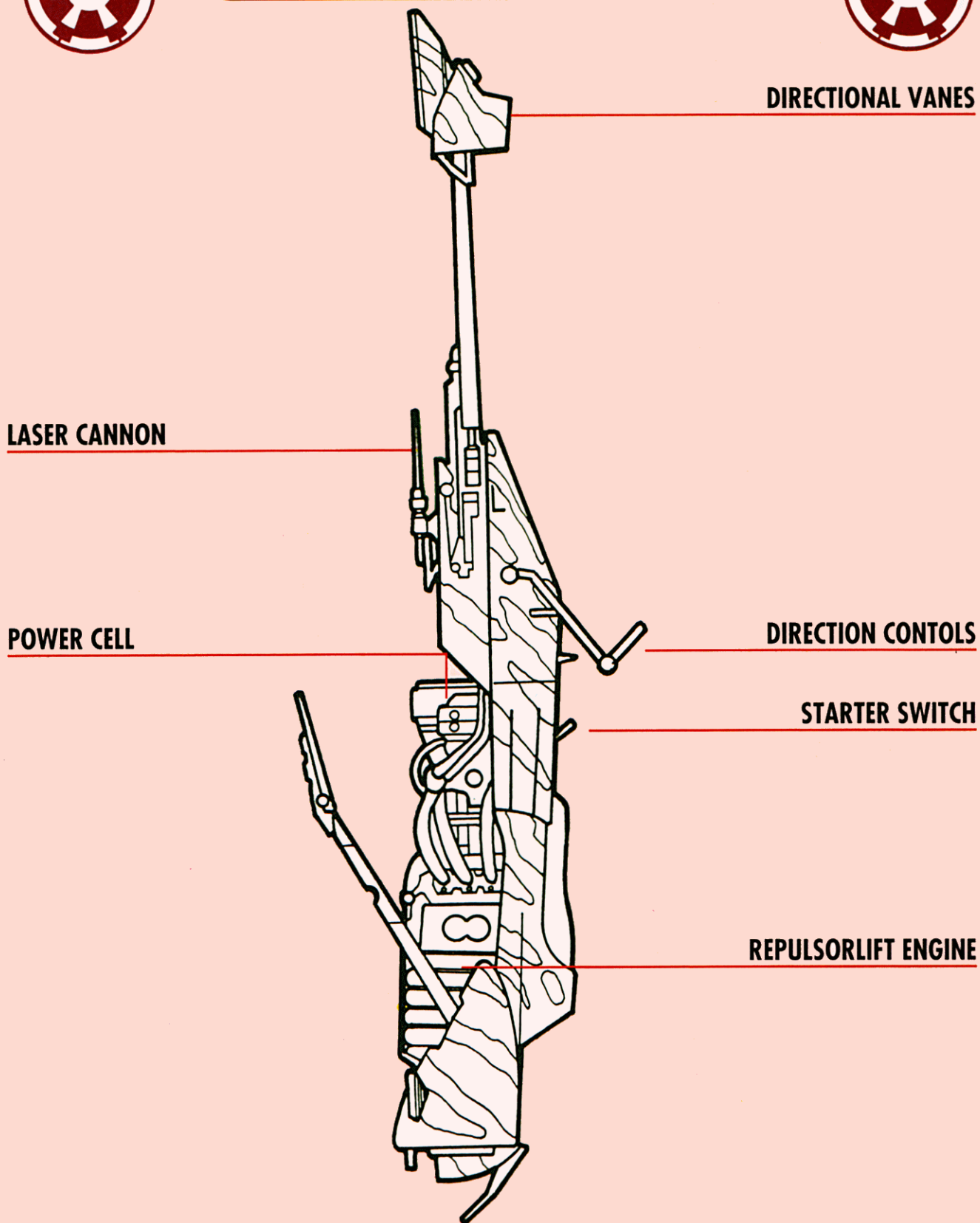
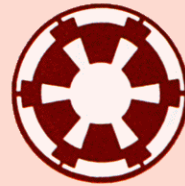
# STORMTROOPER





# STAR WARS

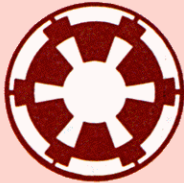
TECHNICAL JOURNAL



**SPEEDER BIKE**

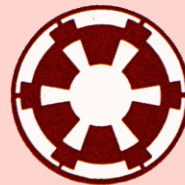
**SIDE VIEW**





# STAR WARS

TECHNICAL JOURNAL



**DIRECTIONAL VANES**

**SENSORS/COMLINK**

**DIRECTION CONTOLS**

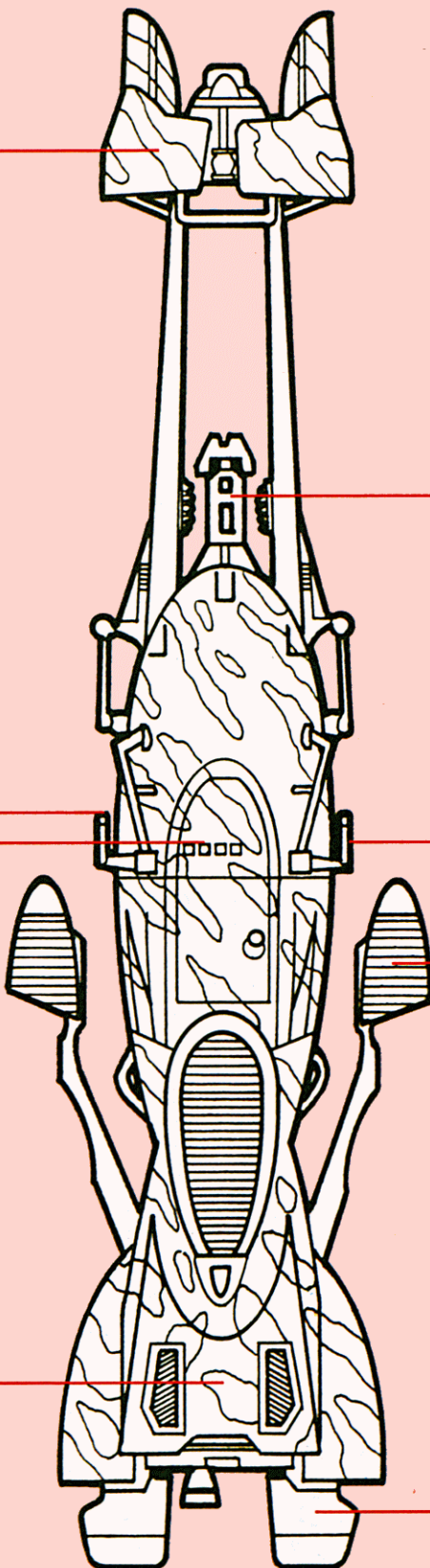
**STARTER SWITCH**

**ACCELERATOR**

**ALTITUDE CONTROLS**

**REPULSORLIFT ENGINE**

**THRUST FLAPS**



**TOP VIEW**

**SPEEDER BIKE**



*(continued from page 12)*

their subordinates by a shoulder pauldron, which is usually black, though sandtroopers have been observed with orange shoulder pauldrons. Since all uniformed stormtroopers look alike, this provides the only clue as to just who is giving the orders. Stormtroopers support the two arms of the Emperor's military might: the ground forces for land and sea movement and the Imperial fleet in air and space battle.

One special detachment of troopers serves as the Emperor's Royal Guard. These men fit exacting size, intelligence and loyalty requirements, and are garbed in flowing red robes with hardened plastoid helmets of the same color.

It must be emphasized that stormtroopers operate independently of the military and answer directly to the Emperor. They have their own chain of command and follow the Imperial army and navy at their "discretion."

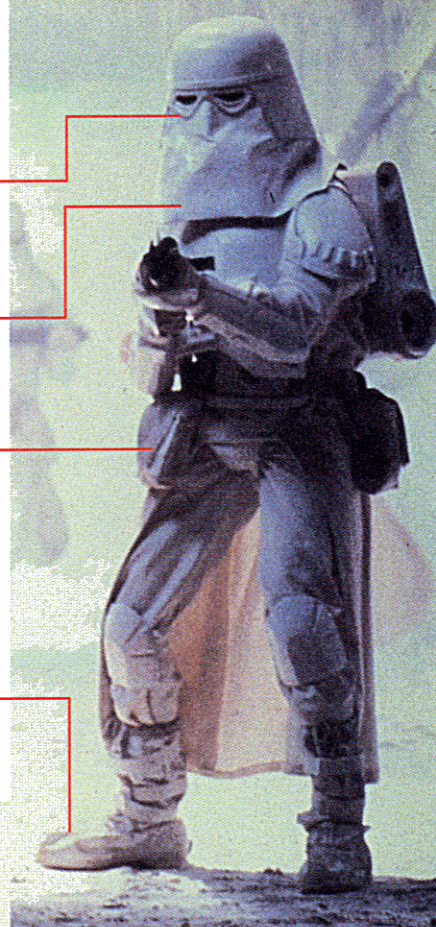
**POLARIZED LENSES**

**THERMAL DRAPE**

**UTILITY BELT**

**INSULATED BOOTS**

**SNOWTROOPERS**



**THERMAL HELMET**

**ANTI-BLASTER ARMOR**

**HEATER CONTROL UNIT**

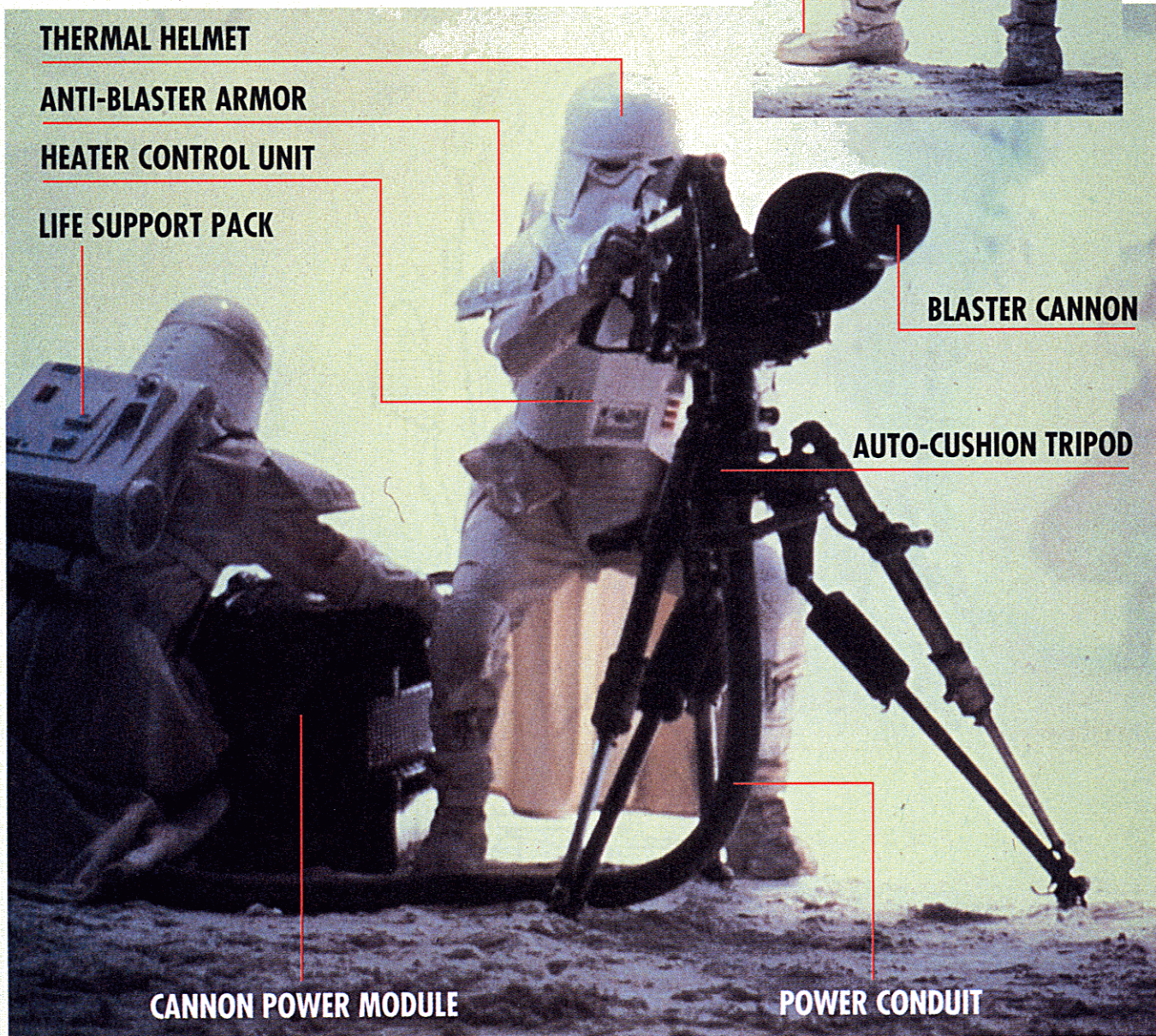
**LIFE SUPPORT PACK**

**BLASTER CANNON**

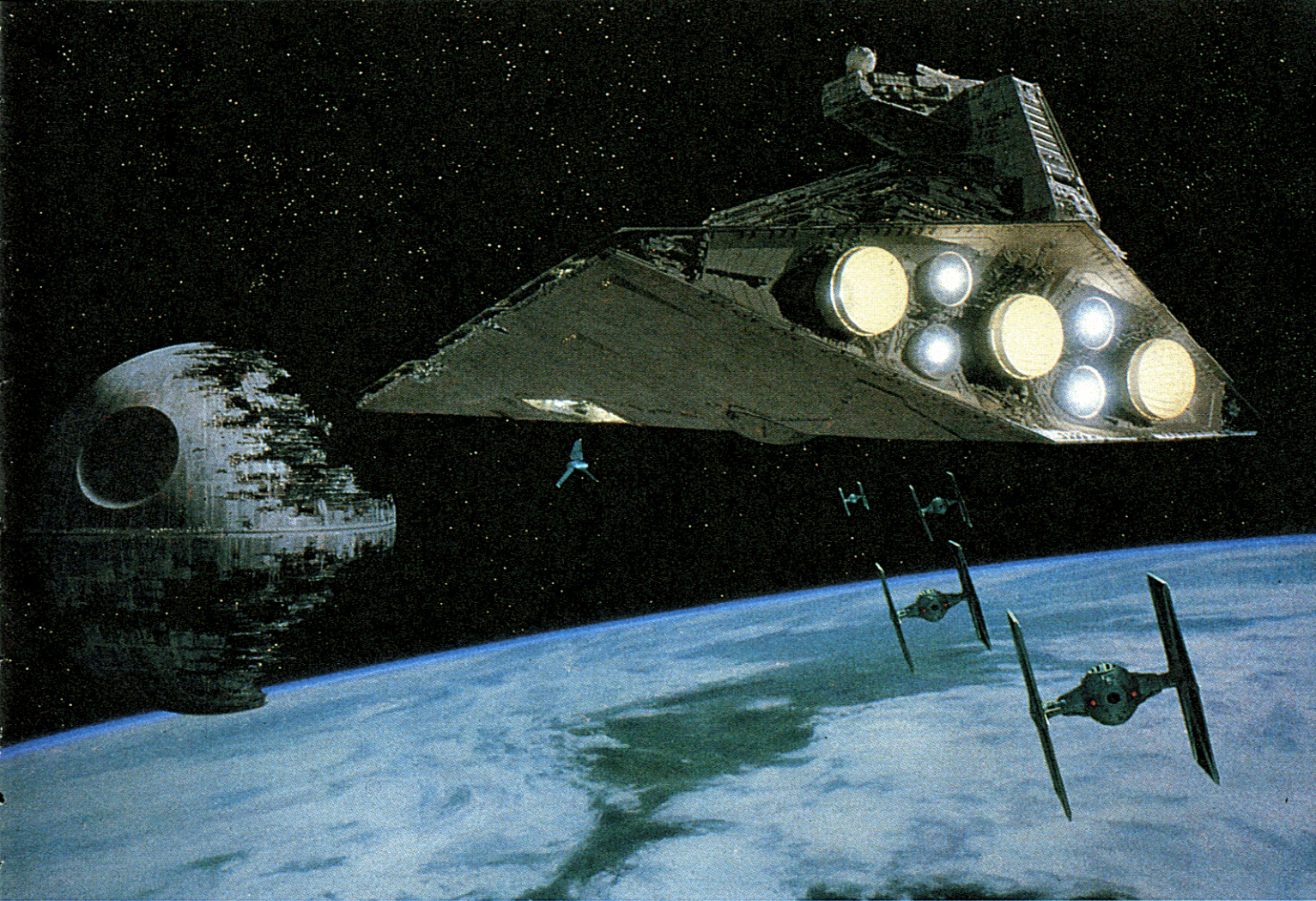
**AUTO-CUSHION TRIPOD**

**CANNON POWER MODULE**

**POWER CONDUIT**







## IMPERIAL STAR DESTROYER

**A**lso known throughout the galaxy as the Emperor's capital ships, Imperial Star Destroyers provide the main military might of the Empire. Built by command of Palpatine at a rate that forced all normal safety precautions to be discarded, these vessels served to establish the primary foothold of the Emperor's rule.

These colossal, wedge-shaped behemoths, bristling with turboweapons and carrying entire TIE squadrons within them, each possess more firepower than the entire planetary forces of most worlds, and can reduce a planet surface to smoking debris in a matter of hours. An Imperial Star Destroyer, typically 1.6 kilometers in length, is equipped with 60 turbolaser emplacements and 60 ion cannon batteries. Each turbolaser is a supercharged beam weapon that uses a small laser to excite its main component system to fire. A turbolaser's beam is hotter and more intense than that of an ordinary blaster cannon, and its discharge muzzle reaches such high temperatures that three separate cryogenic

cooling systems are necessary to keep the weapon within safe thermal limits. The vessel's ion cannons, similar to those most often found as a part of planetary defensive systems, give the Star Destroyer the ability to neutralize the energy systems of other vessels as an aid to capture and boarding.

A Star Destroyer also carries three TIE fighter squadrons for perimeter defense and reconnaissance, two TIE interceptor squadrons, one TIE bomber squadron, eight Imperial shuttles, a full stormtrooper division and 15 stormtrooper transports, building materials, landing barges, scouts, field artillery weapons, both AT-AT and AT-ST walker groups (for ground assault missions), special ablative heat shields for orbital drops, assault gunboats, repair vessels, deep-space probes and probe droids, 10 tractor beam projectors, defensive shields, and sophisticated sensor and communications arrays.

The vessel's upper command tower with its characteristic twin shield generators serves as





the brain of the ship. The main bridge, located in the center of the tower's forward face, features large viewports which provide a spectacular view of space beyond and of the massive forward hull. As they do in many Imperial vessels, flight data officers, tracking systems specialists and combat supervisors work in sunken data pits that line the room's floor.

The ventral side of the Imperial Star Destroyer features two launch bays, both along the vessel's centerline. The largest of these is of sufficient size to allow the docking/capture of any vessel at or below the dimensions of a Corellian Corvette (or Blockade Runner, as it is sometimes called). From this same bay, the ship's TIE squadrons and probes are launched as well, dropping from holding racks along a wide, vertical shaft that reaches well into the main body of the ship.

A smaller launch bay, just forward of the main one, serves as a drop chute for any ground assault equipment the vessel chooses to deploy. Three AT-AT walkers can be dropped per minute, carried in landing barges and unloaded. Such large ground equipment is later retrieved using standard mega-lift cargo modules and specially-outfitted shuttle barges. Alternately, when time is not a factor, walkers can be both delivered to and removed from a combat zone by shuttle barge carrier.

The ship's huge hyperspace field generator is located within a domed area along the vessel's ventral ridge. It is the largest such generator ever constructed, and it expends more raw energy in a single hyperspace jump than many planetary nations use during their entire lifetimes. Containing what is in essence a miniature sun, the heavily-shielded, carbonite and

durasteel-reinforced heart of the ship's SFS I-a2b solar ionization reactor was the one element that dictated the enormous size of the Imperial Star Destroyer. It feeds not only the hyperdrive motivation system, but the vessel's propulsion, powerfeed and weapons networks as well, providing more than enough focused power for any task facing a Star Destroyer.

The standard Star Destroyer carries a complement of 37,085 (4,520 officers, 32,565 enlisted). Much of its interior space is necessarily dedicated to providing quarters for this enormous crew, and other areas (unlike most Imperial ships) feature recreation facilities for off-duty personnel. In addition, quarters are provided for the vessel's always-ready planetary assault troops and for any Imperial VIPs or planetary government officials who the Emperor feels should spend time as "guests" aboard one of his massive and intimidating Imperial Star Destroyers.

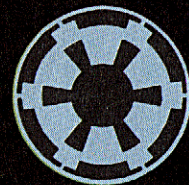
There are no raw materials recycling facilities aboard Imperial Star Destroyers, as there are within Dreadnaughts and Super Star Destroyers. As a result, most commanders simply eject repair debris and waste materials into space, usually before engaging the vessel's hyperdrive systems. This procedure often wrecks havoc with the shipping lanes that surround most inhabited planets, but few local officials dare to complain.

A Sector Group of 24 Imperial Star Destroyers is assigned for the patrolling of each sector of space. With the added reach of TIE squadron patrols, a single vessel can easily hold a star system within its grip, forcing its inhabited worlds to comply with any Imperial edict that is handed down. The placement of stormtrooper patrols on planetary surfaces is seldom necessary, but it is an option left to each Star Destroyer commander.

Standard Imperial fleet tactics generally call for the deployment of these vessels during planetary assault and invasion maneuvers. Star Destroyers also provide protective escort, in fleet battle formation, for the Super Star Destroyers developed since the standard Star Destroyer first went into service.

The first of the Super Star Destroyers, the *Executor*, was built for Lord Darth Vader as his personal flagship. More than four times the length of a standard Star Destroyer, the colossal *Executor* was the largest vessel in space, with the sole exception of the *Death Star* itself. After losing all navigational control in a collision during the Battle of Endor, the *Executor* was pulled down by the *Death Star*'s gravity field, crashed into the surface of the battle station, and was destroyed only moments before the *Death Star* itself exploded. ●





OFFICERS' QUARTERS

DEFLECTOR SHIELD DOMES

COMMUNICATIONS TOWER

BRIDGE

TURBOLASER TURRETS

# IMPERIAL- CLASS STAR DESTROYER

FLIGHT/LAUNCH CONTROL

ION CANNONS

MAIN ENGINES (3)

HEAVY ARMOR PLATING

SOLAR IONIZATION REACTOR

MAIN LANDING BAY

LAUNCH BAY

SENSOR ARRAYS (TYPICAL)

EMERGENCY ENGINES (4)

DEFLECTOR SHIELD DOME

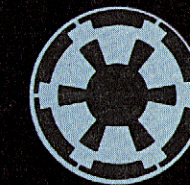
MAIN ENGINES (3)

TRACTOR  
BEAM EMITTERS

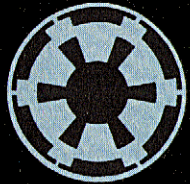
SOLAR IONIZATION REACTOR

MAIN LANDING BAY

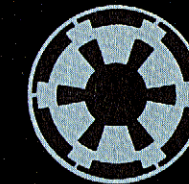
NOTE: SENSOR ARRAYS LOCATED THROUGHOUT







# IMPERIAL STAR DESTROYER



DEFLECTOR SHIELD GENERATOR DOMES

COMMUNICATIONS TOWER

TURBOLIFTS

MEDICAL SECTION

WASTE DUMP

THRUST  
NOZZLES (3)

MAIN ENGINES (3)

POWER CELLS (8)

PROPULSION SHAFT

BRIDGE

MAIN COMPUTER

COMPUTER AUXILIARY POWER

HYPERSPACE FIELD GENERATOR

RECREATION SECTION

DETENTION AREA

PILOTS' AND  
TROOPS' QUARTERS

AT-ST STORAGE BAYS

STORAGE HANGAR

TIE FIGHTER RACKS

MAIN STORAGE HANGAR

FLIGHT/LAUNCH  
CONTROL

AT-AT STORAGE BAYS

RECREATION CENTER

WATER RECYCLING SYSTEM

SOLAR IONIZATION REACTOR

COOLING SYSTEMS

PRIMARY DOCKING BAY

PRIMARY LAUNCH BAY

MAINTENANCE BAYS

SECONDARY LAUNCH BAY

PRESSURE DOORS

NAVIGATIONAL  
DEFLECTOR  
GENERATOR

EMERGENCY POWER RESERVES

VESSEL TYPE:  
DESIGNER and  
MANUFACTURER:  
COMBAT DESIGNATION:  
LENGTH:  
CREW:  
POWER SYSTEM:  
WEAPONS:

*Imperial I-class Star Destroyer*  
KDY  
Capital Starship  
1600 meters  
37,085  
Solar ionization reactor  
60 Heavy turbolaser cannons  
60 Ion cannons (computer assisted targeting)  
10 Tractor beam projectors

FIGHTER COMPLEMENT  
(TYPICALLY):

Three TIE fighter squadrons  
Two TIE interceptor squadrons  
One TIE bomber squadron

ASSAULT TROOPS  
PLANETARY :

Full standard stormtrooper division

12 landing barges

20 AT-AT walkers

30 AT-ST walkers

OTHER CRAFT:

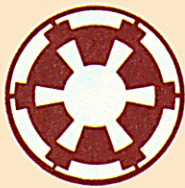
Eight *Lambda*-class Imperial shuttles

15 stormtrooper transports

Five assault gunboats

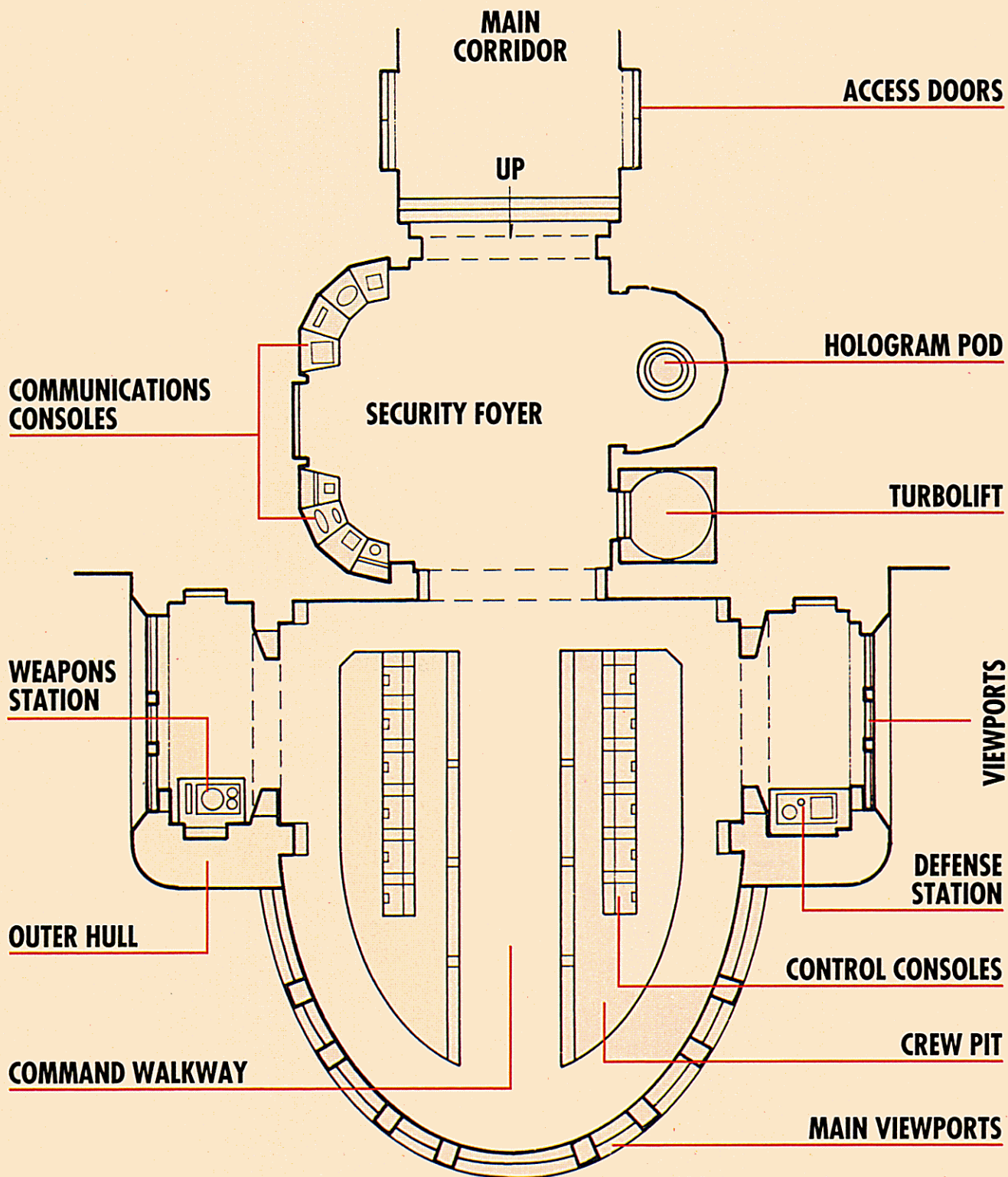
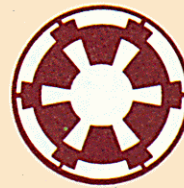
NOTE: SOME INTERNAL DETAILS ARE OMITTED FOR CLARITY OF SCALE





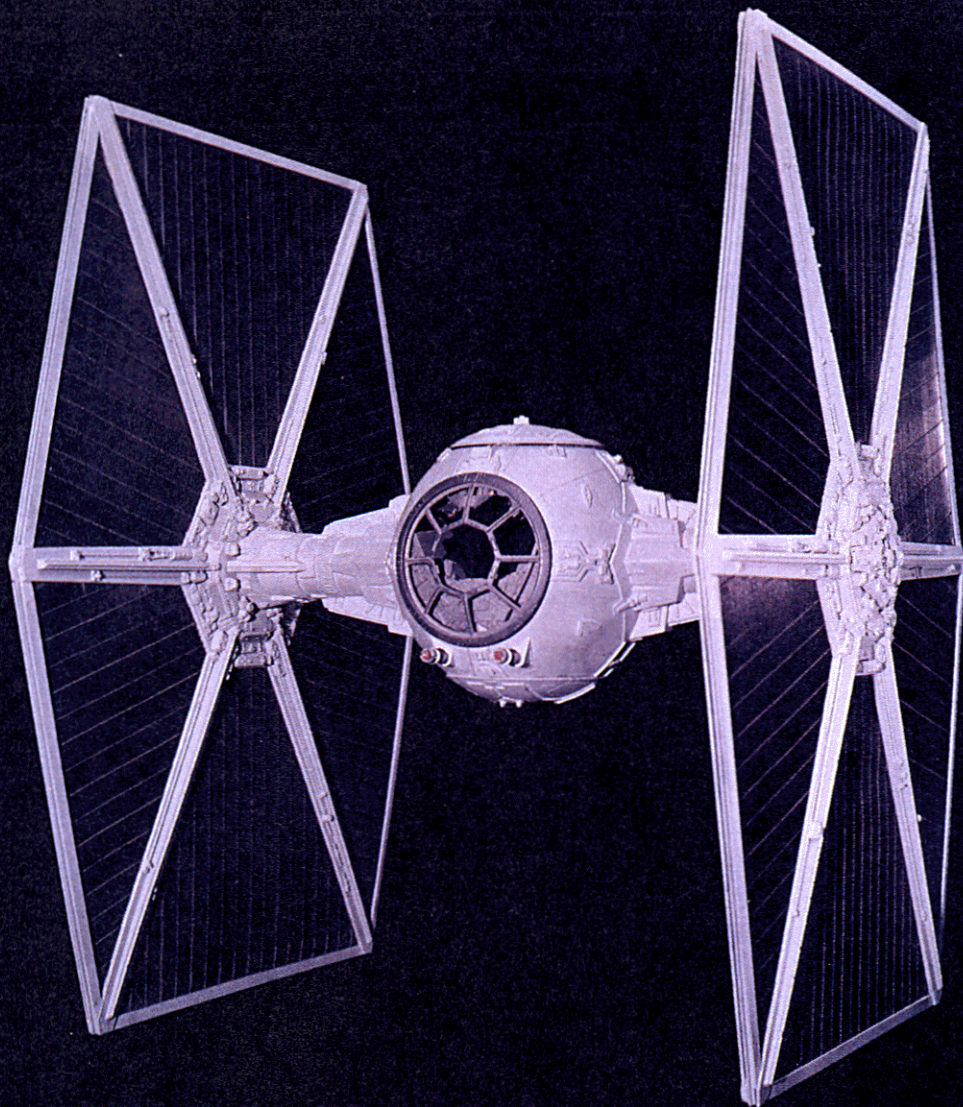
# STAR WARS

TECHNICAL JOURNAL



## MAIN BRIDGE PLAN





**FRONT VIEW**

## **TIE SERIES SPACECRAFT**

**C**haracterized by their large, twin solar arrays, the Empire's TIE spacecraft have become the most widely recognized symbol of Imperial space technology. Numbering in the tens of thousands, these tiny fighter vessels are often the only Imperial ships ever personally seen by most citizens of the Empire.

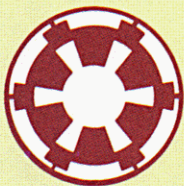
While ground-based squadrons are not uncommon, TIE spacecraft are most commonly carried aboard and launched from larger Imperial vessels, such as the Star Destroyer. Incredi-

bly fast and highly maneuverable, a squadron of the fighter variants can suddenly fill the space around its mothership like a cloud of insects, swooping down upon enemy fighters before many shipboard defensive systems can react. Armed with pinpoint weaponry and piloted by a single individual, the short-range TIE series was designed to serve such tactical missions as reconnaissance, barrier and point perimeter defense and ship-to-ship combat.

TIE is an acronym for twin ion engine, and therein lies the secret of the TIE's incredible combat success. Each ship's electrical/ion thrust system requires but a tiny amount of fuel, minimizing the vessel's mass/inertia quotient to the point that it can make high-speed course changes that are simply not possible for other ships. The large, hexagonal solar array panels to port and starboard provide power for propulsion initiation and weapons fire, as well as serving to conceal the ship's cockpit module from enemy weapons fire and damage scan analysis.

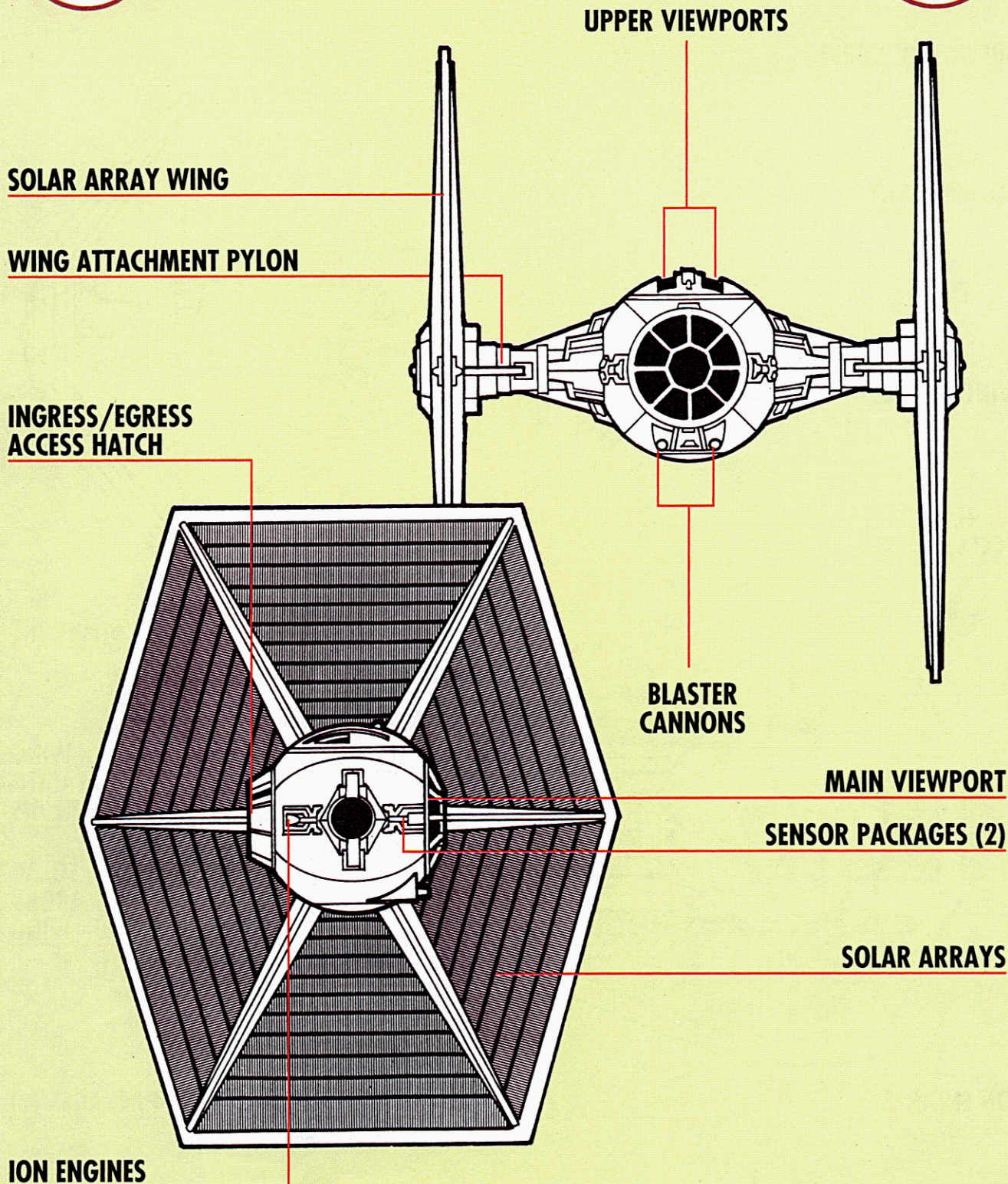
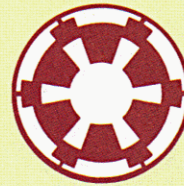
There are currently three basic TIE models  
*(continued on page 32)*





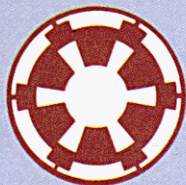
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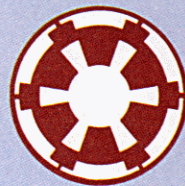
## TIE FIGHTER (STANDARD)





# STAR WARS

TECHNICAL JOURNAL



**UPPER VIEWPORTS**

**SOLAR ARRAYS**

**WING BRACES**

**INGRESS/EGRESS  
ACCESS HATCH**

**MAIN VIEWPORT**

**WING  
BLASTER  
CANNONS**

**SOLAR  
ARRAY  
WING**

**ION ENGINES**

**SENSOR PACKAGES (2)**

**TIE INTERCEPTOR**



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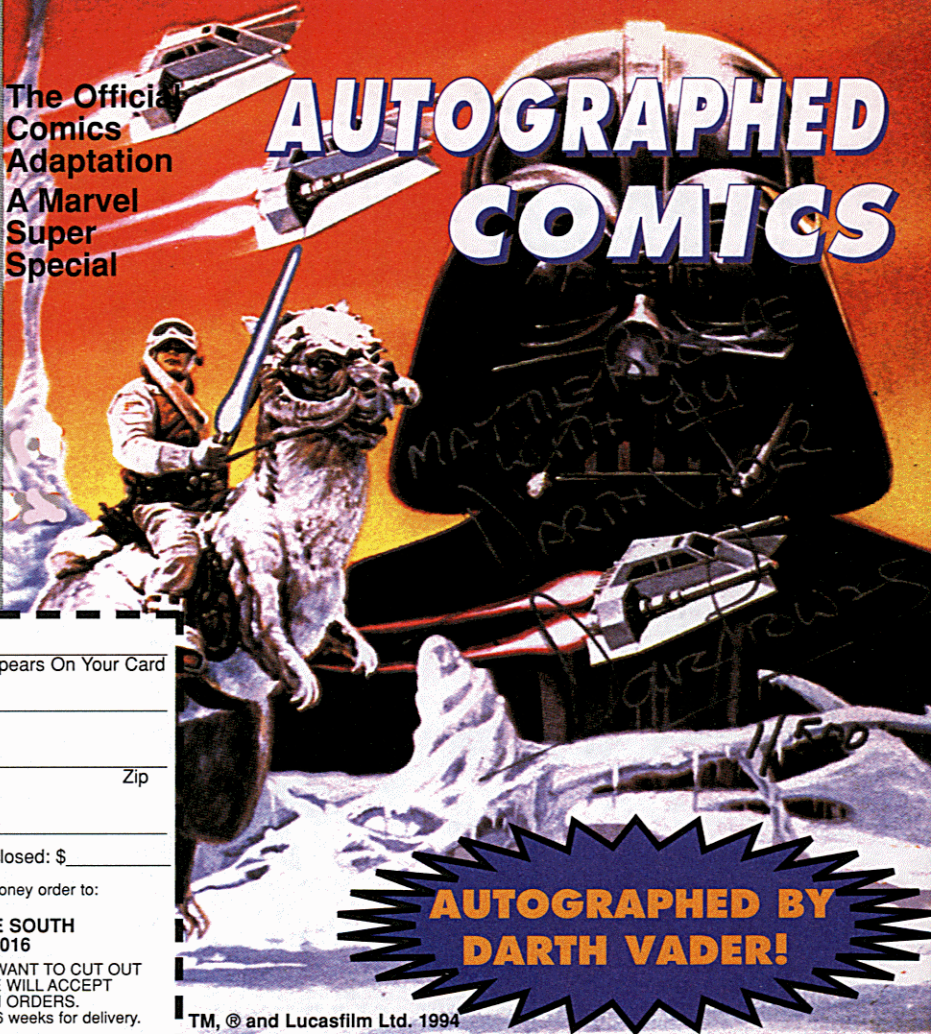
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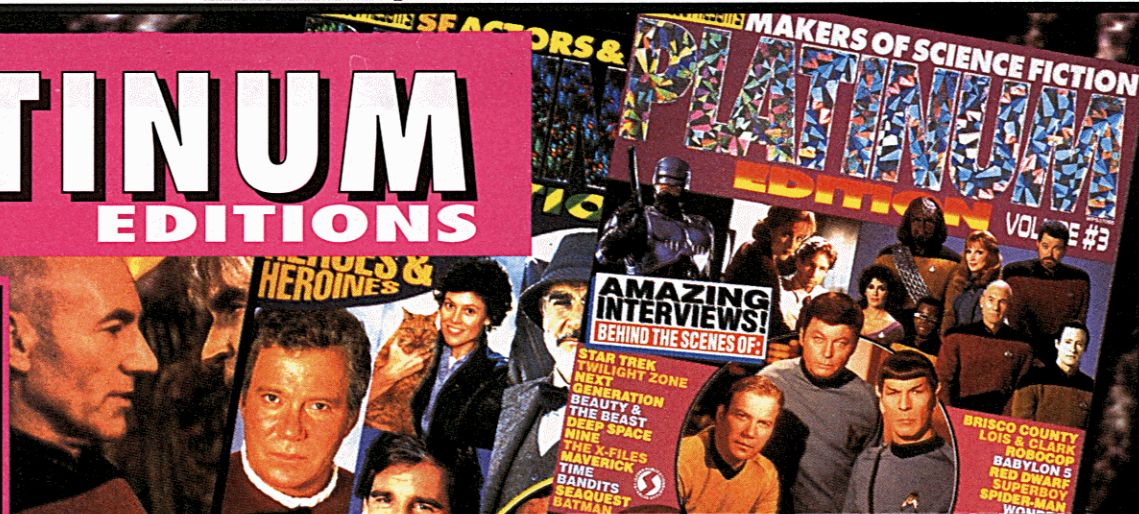
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MAIN VIEWPORT

COCKPIT

SOLAR  
ARRAY  
WING

MISSILE PORT

WING PYLON

ENGINE PACKAGE

WEAPONS POD

## TIE BOMBER

TARGETING SENSORS

(continued from page 28)

and at least six variants in use by the Empire. The most common of these is the TIE fighter, a deadly match for any starfighter in the Rebel arsenal. TIE fighters are cheap to produce (hence their great number) and operate quite efficiently, with no defensive shielding or ejection systems for their pilots (which would add to the ship's overall body mass). This reflects the unfortunate Imperial viewpoint, with no regard for the value of life, that like their fighters the combat pilots of the Empire are plentiful and easily replaced. The TIE fighter is armed with two SFS L-s1 laser cannons, which operate either singly or fire-linked.

Also in service is the TIE interceptor, an even faster and more heavily-armed version of the basic fighter. An early prototype of this craft was designed and flown by Lord Darth Vader in the Battle of Yavin in pursuit of Rebel X-wing ships navigating the *Death Star* trench. The improved handling and structural durability of the interceptor model was shown in Vader's ability to survive a collision with one of his wing fighters and then regain control of his

ship following the destruction of the *Death Star*. The production model of the interceptor carries laser cannons at the forward tips of its solar arrays, four in all. Its engines are larger than those of the standard TIE, and observable evidence indicates that the TIE interceptor may be the fastest starfighter in space today.

The third variant in the series is the TIE bomber. Unlike the other models, the TIE bomber features a cylindrical double-hull, one of which carries a cargo of proton torpedoes, guided missiles, orbital mines and atmospherically-shielded free-falling thermal detonators.

The TIE bomber is used whenever surgical precision in the placement of solid ordnance is needed. Its sophisticated targeting sensor systems can pinpoint any ground-based or ship-based target and destroy it without damaging the surrounding area. This is often preferable to full-scale bombardment, which generally destroys entire surface areas along with any commercially or militarily valuable assets within them. A hollow-hulled version of the TIE bomber can be equipped to carry small boarding parties when necessary.



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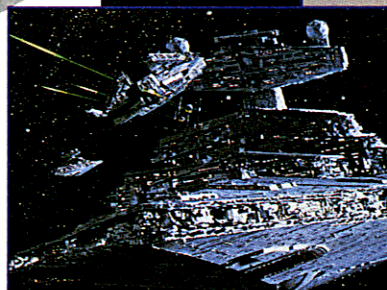
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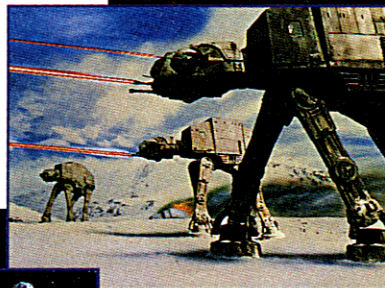
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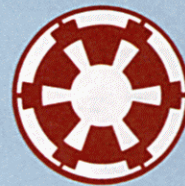
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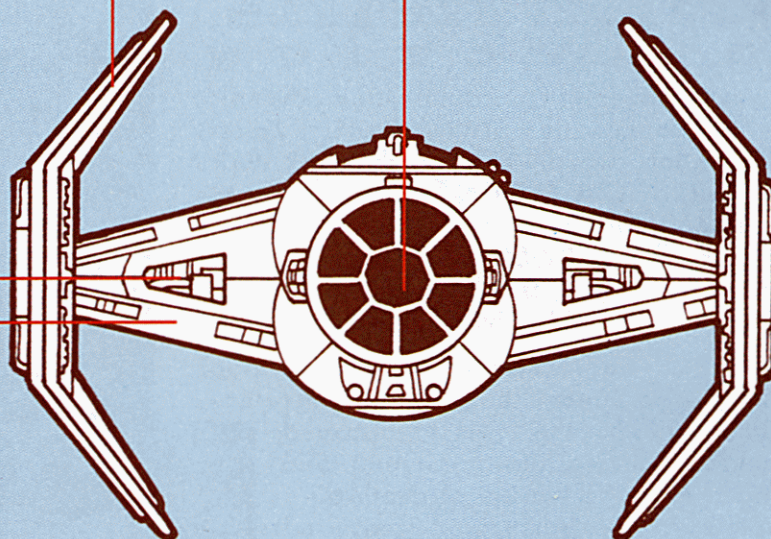


SOLAR ARRAY WING

MAIN VIEWPORT

ACCESS BAY

WING PYLON

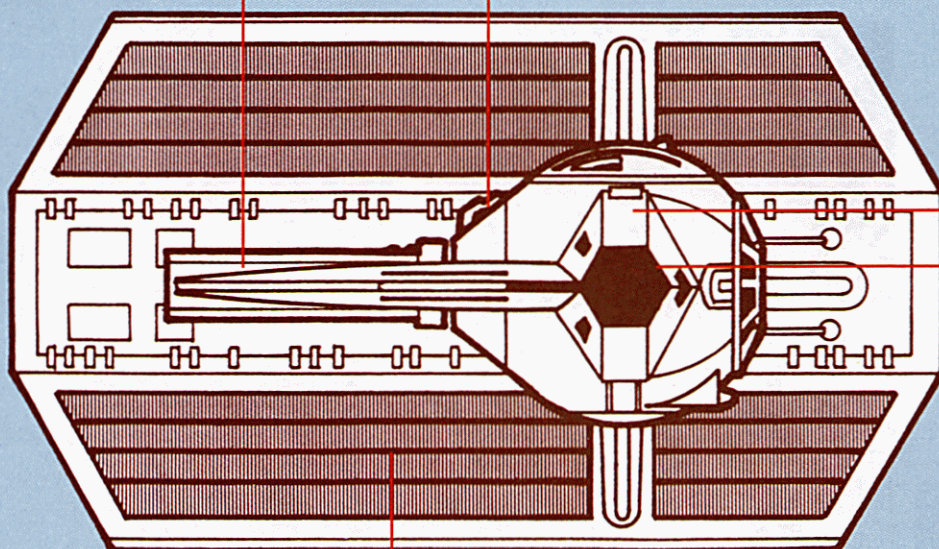


ION ENGINES

ACCESS HATCH

COCKPIT

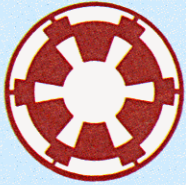
SENSOR  
PACKAGE (2)



SOLAR ARRAYS

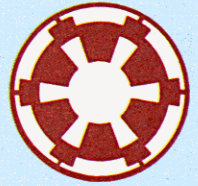
## TIE INTERCEPTOR PROTOTYPE VADER'S SHIP





# STAR WARS

TECHNICAL JOURNAL



**REINFORCED HELMET**

**POLARIZED LENSES**

**VOCODER**

**BREATHING FILTERS**

**GAS TRANSFER HOSES**

**CONTROL SWITCHES**

**RESET CONTROLS**

**EMERGENCY  
ATMOSPHERIC UNIT**

**INSULATED BODY GLOVE**

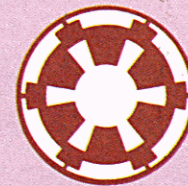
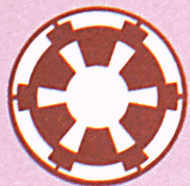
**WRIST SEALS**

**INSULATED GAUNTLETS**

**POSITIVE-GRAVITY  
PRESSURE BOOTS**

**TIE FIGHTER (PILOT)**





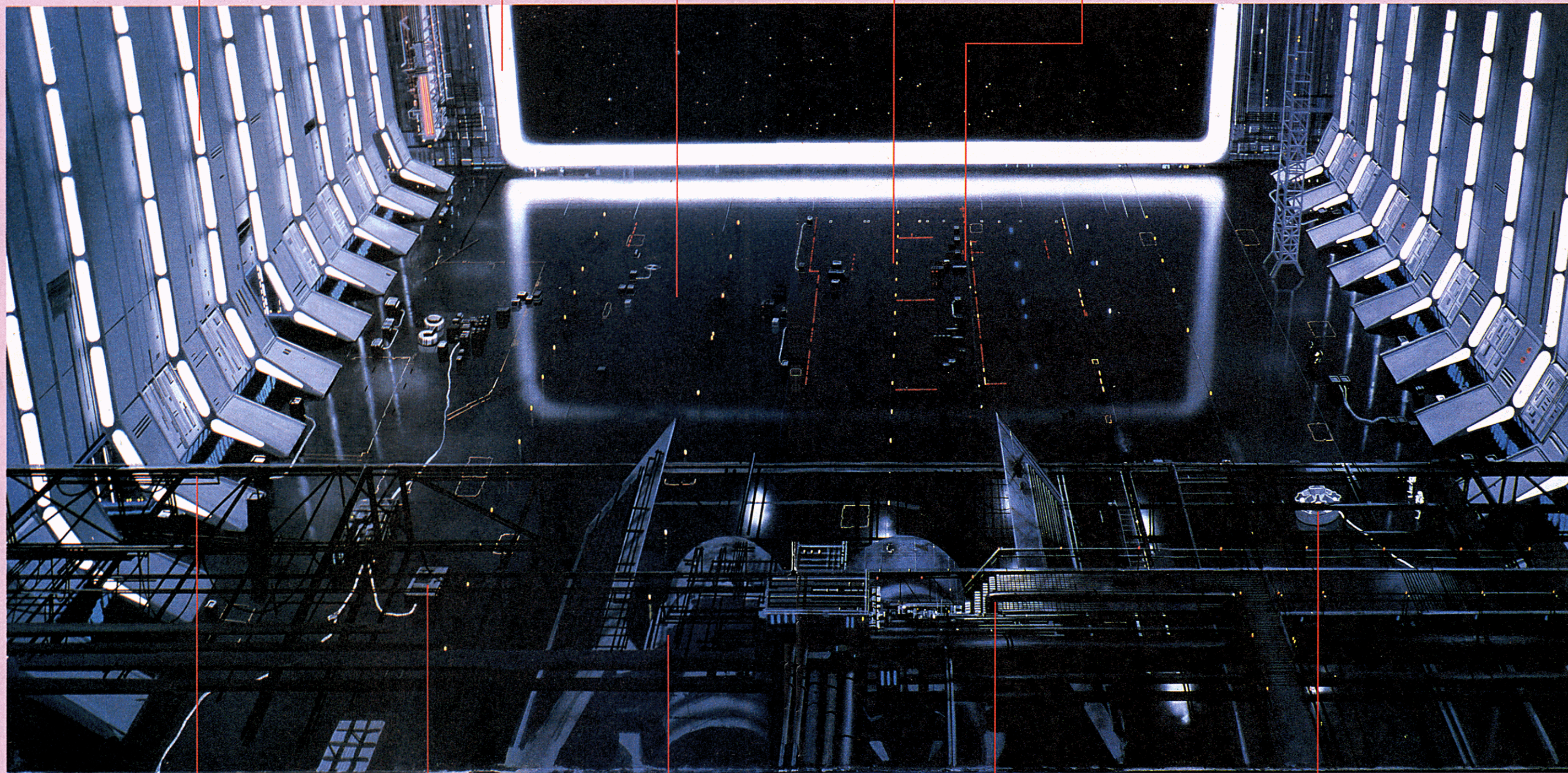
BAY LIGHTING

MAGNETIC FIELD  
GENERATOR

VARIABLE  
GRAVITY DECK

LANDING  
LIGHTS

MAINTENANCE  
EQUIPMENT



TIE HOLDING RACK

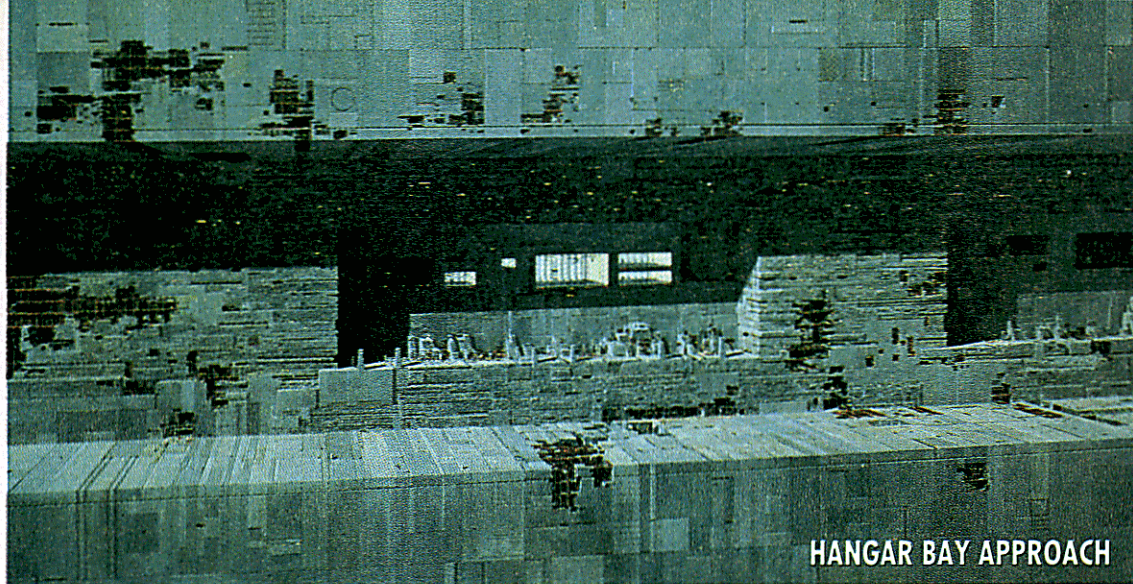
RE-ENERGIZER POD

TIE BOMBER (IN RACK)

PILOT CATWALK

REFUELING POD





HANGAR BAY APPROACH

## THE DEATH STAR

(Based upon the Death Star data carried by R2-D2)

**E**ven with his enormous Imperial space fleet in place, Palpatine felt that there was a certain lack of "respect" (and fear) for his rule among the worlds of the former Republic. Wanting to remedy the situation, he called upon the brightest of his spacecraft designers and demanded a vessel more magnificent and more powerful than any that had ever been in space before. His single demand was that the new battle fortress have the ability to destroy an entire planet with one quick, massive stroke, against which there could be no planetary defense.

The Imperial code name for the project became *Death Star*. A new, frighteningly powerful superlaser system was created, one which required an energy supply so huge that it demanded, in essence, an artificial planetoid to house it. All Imperial estimates showed that a single blast from the *Death Star*'s cannon would equal the combined firepower of the entire Imperial fleet, and the Emperor, pleased with the concept, ordered construction to begin.

An unoccupied and isolated sector of space was chosen as the construction site. For nearly two years, every resource of the Empire was directed toward the completion of the project. Grand Moff Tarkin, a former governor of one of the outlying territories, had served as project supervisor of the battle station and was awarded command of the *Death Star* once it was complete. This brilliant strategist used the power of the *Death Star* to increase his own political influence for the duration of his command.

At the core of the *Death Star* was an immense, cavernous housing for the battle station's power generator matrix. A fusion reactor of incredible proportions, fed by stellar fuel

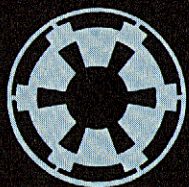
bottles lining its periphery, produced the raw energy demanded by the *Death Star*'s superlaser and hyperdrive systems. Much of the station's interior volume was filled by the machinery necessary to sustain such a fusion core, with sublight propulsion systems and defense field generators lining the outer equatorial regions. Realspace propulsion was handled by an external array of powerful ion engines, which converted the raw fusion energy of the station's core into thrust and pressed the station's great mass into any motion dictated by the *Death Star*'s huge navicomputer banks. While ion engines of such magnitude are highly radioactive, no other system could provide the directional control necessary for a station of such great size. Engineering personnel assigned to monitor ion vent operations usually wore radiation suits.

The *Death Star*'s hyperspace motivator units were comprised of linked banks of field generators such as those found aboard Imperial Star Destroyers. One hundred twenty-three individual hyperspace generators, tied into a single navigational matrix, were necessary to carry the *Death Star* beyond the speed of light. The intense power generated within the battle station, combined with its great mass, gave it both magnetic and artificial gravitational fields equal to those of a natural body many times its size.

At the true equator of the station was a deep trench, encircling the *Death Star* like a straight, endless canyon some 376 kilometers in length. Here were housed the station's primary hangar bays, drive thrusters, heat exhausts, primary sensor arrays and tractor beam systems. Lining this trench were thousands of turbolaser turrets for defense against starfighter attack, for while the *Death Star* was impervious to large vessel onslaughts there were "seams" in the station's defensive shields that a small fighter could exploit.

The *Death Star*'s superlaser cannon was  
(continued on page 50)





EMPEROR'S TOWER (AT POLE)

COMMAND SECTOR (NORTH)

ION DRIVES  
(TYPICAL)

EXTERIOR VIEW

## DEATH STAR

COMMAND SECTOR (NORTH)

LIFE SUPPORT SECTOR

ENGINEERING SECTOR

EQUATORIAL SECTOR

LIVING SECTOR  
HYPERSPACE MOTIVATOR  
UNITS (123)  
DEEP ARMORY

DEEP STORAGE

COMMAND SECTOR (SOUTH)

COMMAND SECTOR (SOUTH)

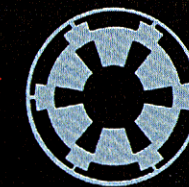
SUPERLASER CANNON

EQUATORIAL  
TRENCH

HANGAR  
BAY 327

CITY SPRAWLS

EMPEROR'S TOWER



POWER DISTRIBUTION SHAFT (NORTH)

INTERIOR LEVELS (84) (EACH COMPRISED OF 357 SUBLEVELS)

AMPLIFICATION CRYSTALS (8)

SUPERLASER CANNON WELL

INFRARED CARRIER BEAM CRYSTAL

POWER DIVERSION CRYSTAL

TARGETING FIELD GENERATORS

POWER SUPPORT SECTION

EQUATORIAL TRENCH

POWER AND PROPULSION  
DISTRIBUTION SYSTEMS

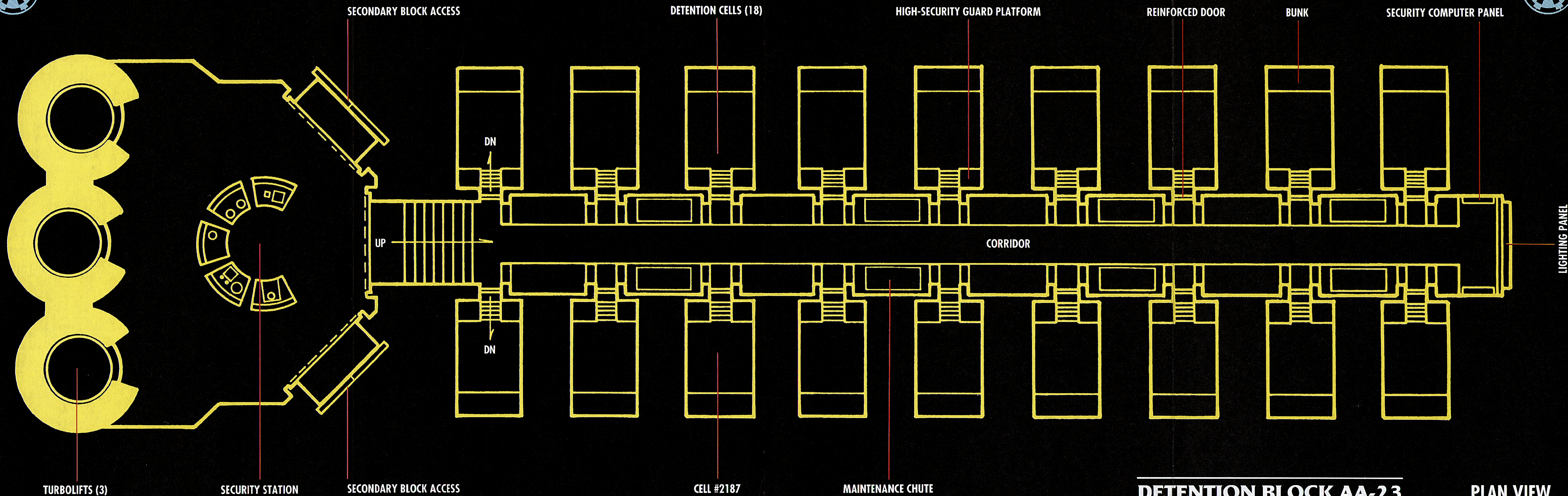
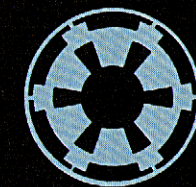
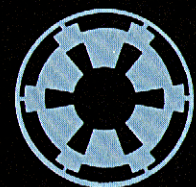
POWER AMPLIFICATION SYSTEM

POWER GENERATOR

POWER DISTRIBUTION SHAFT (SOUTH)

INTERIOR SECTION





**DETENTION BLOCK AA-23**

**PLAN VIEW**

NOTE: DETENTION BLOCK CONFIGURATION VARIES FROM LEVEL TO LEVEL





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MAIN VIEWPORT (4)

EMPEROR'S THRONE

AUDIENCE PLATFORM  
(OPEN UNDER)

VIEWScreens

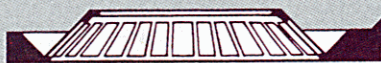
REINFORCED HULL

DUTY POSTS

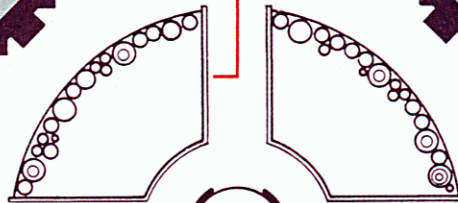
CATWALK (OVER)

VIEWPORTS (8)

RAILING



OBSERVATION GALLERY



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TURBOLIFTS

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WALKWAY

OPEN SHAFT

SECURITY POSTS

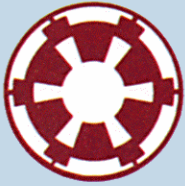
PLAN VIEW

TO ESCAPE PODS

SECURITY ROOM  
(EMPEROR'S GUARD)

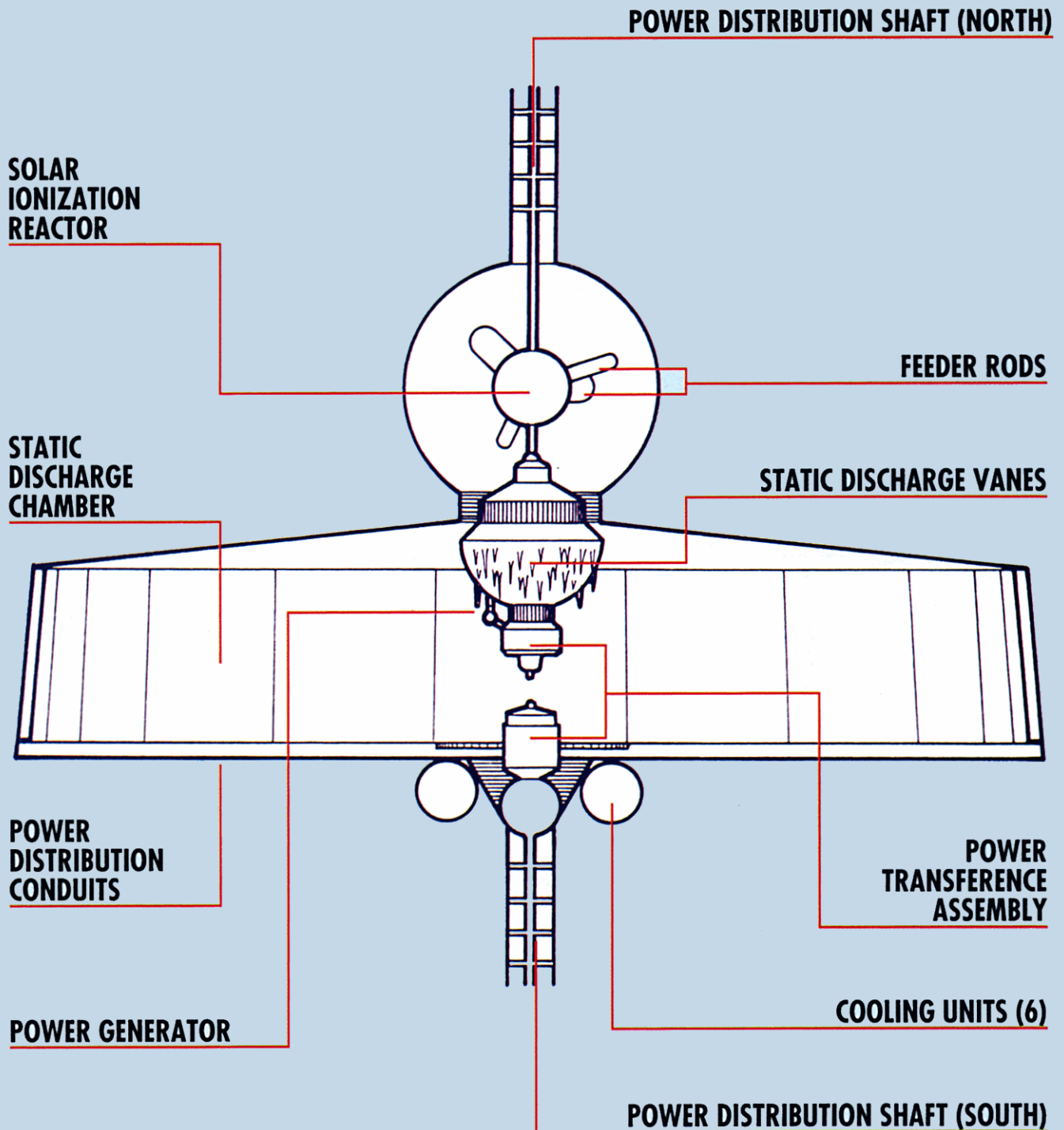
## EMPEROR'S THRONE ROOM





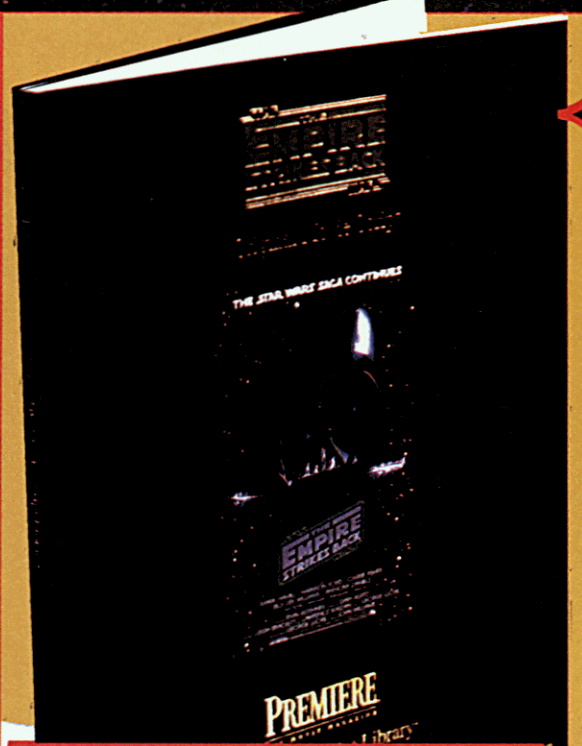
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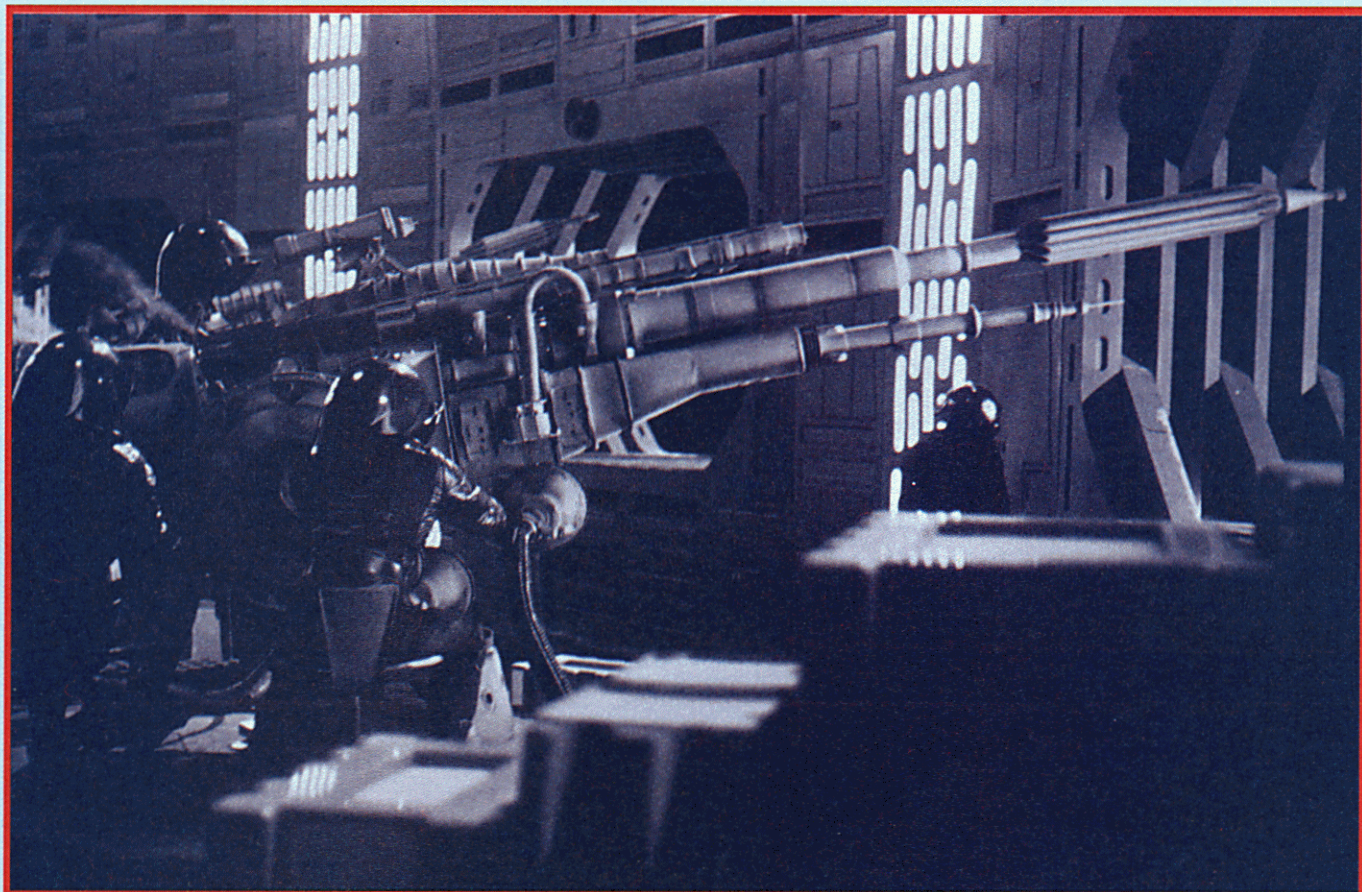
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## LASER CANNON EMPLACEMENT





<b>VESSEL TYPE:</b>	<b>Deep-space mobile battle station</b>
<b>PRIMARY DESIGNER:</b>	<b>Bevel Lemelisk</b>
<b>CONCEIVED and SUPERVISED BY:</b>	<b>Grand Moff Tarkin</b>
<b>CONSTRUCTION SITE :</b>	<b>Planetary orbit, penal world Despayre Horuz system, Outer Rim Territories</b>
<b>DIAMETER:</b>	<b>120,000 meters (equivalent to a Class IV moon)</b>
<b>MAXIMUM SPEED:</b>	<b>1.2c</b>
<b>SUPERLASER RANGE:</b>	<b>47,060,000 kilometers</b>
<b>FUEL:</b>	<b>Compressed stellar hydrogen</b>
<b>SURFACE WEAPONS:</b>	<b>Turbolaser batteries (5,000) Heavy turbolaser batteries (5,000) Laser cannons (2,500) Ion cannons (2,500) Tractor beam emplacements (768)</b>

**Interior comprised of 84 levels of 1,428 meters each  
Each level comprised of 357 sublevels of four meters each**

*(continued from page 38)*

once thought to be beyond the capability of Imperial military science. Its faceted amplification crystal combined and intensified eight separate initiator beams into a single laser with all the intensity of a stellar-core; the impact of this beam could be controlled and scaled to suit the destruction of any target. A beam of one power level was used against enemy capital ships, while a much greater laser could cause the fracturing and disintegration of a target planet. The superlaser's power had to be recharged between firings and the intensity of each firing determined how many times per day the weapon could be used (from once per minute against spaceborne vessels to once per day against planetary targets). The pinpoint focus necessary for the combining of the superlaser's eight component beams limits its range to planetary distances.

At 120 kilometers in diameter, the *Death Star* was the single largest object ever built. Its officers and crew served within a self-sustaining world, complete with leisure resources and private living communities. Parks, shopping centers and entertainment establishments were provided for those aboard the station, for their terms of service were generally to average six years with no outside shore leave. The operation of the *Death Star* required a full crew of 774,576, overseen by a staff of 27,048 officers. In addition to this, 378,685 support and maintenance personnel were necessary. Security aboard the station was maintained by a force of

more than 25,000 stormtroopers.

In addition to the humanoid crew of the station, the *Death Star* had a support "crew" of more than 400,000 droids. These robotic servants range from sophisticated R2 units to "mouse" droids and fill a variety of roles, including: protocol, translation, interrogation, scientific research, medical assistance, domestic service, local transportation and sanitation.

The station's surface was covered with hundreds of thousands of "city sprawls," manned stations dedicated primarily to defense. Here were found the majority of the *Death Star*'s shield projectors and communications arrays. While the interior decks of the station were designed and built with artificial gravity dedicated to the poles (*i.e.*, north was "up," while south was "down"), the personnel of the outer surface sprawls were provided gravity of a planetary nature (*i.e.*, the *Death Star* core was "down").

At the exact north "pole" of the station was a tower (the single most highly shielded object on the surface) which was impervious to outside attack. At the top of this 100-story tower was the Emperor's private observation chamber and command post, from which Palpatine could oversee all *Death Star* operations. The first *Death Star* was destroyed before the Emperor ever set foot on board, but the tower that rose above the second *Death Star* was personally manned by Palpatine during the Battle of Endor. Palpatine died there, just prior to the destruction of *Death Star II*. ●



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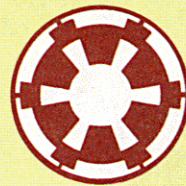
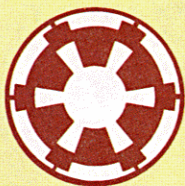
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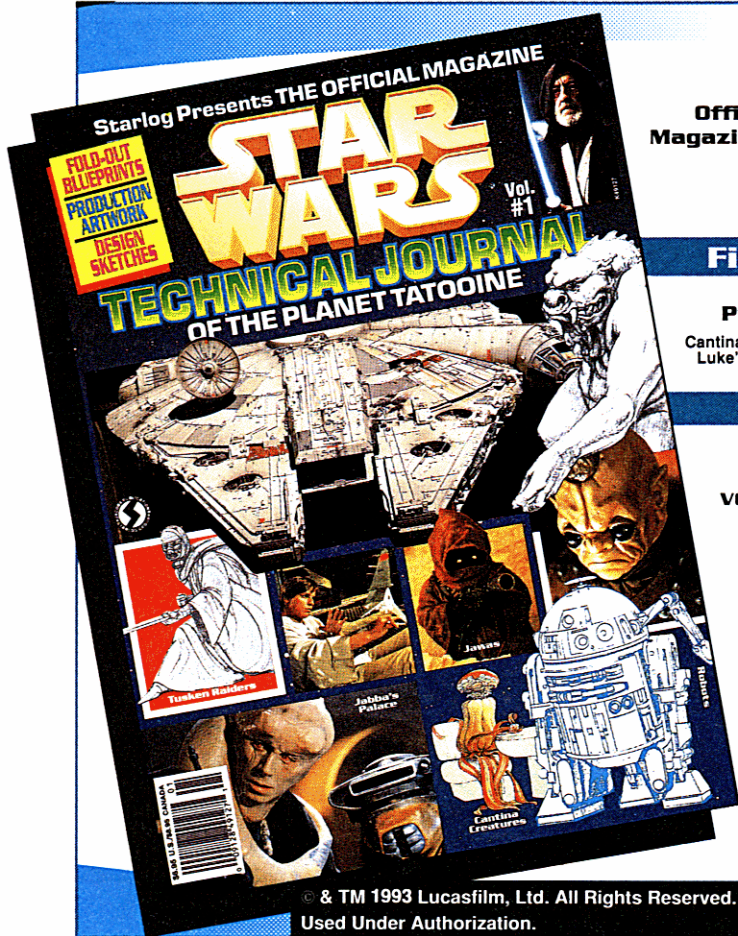
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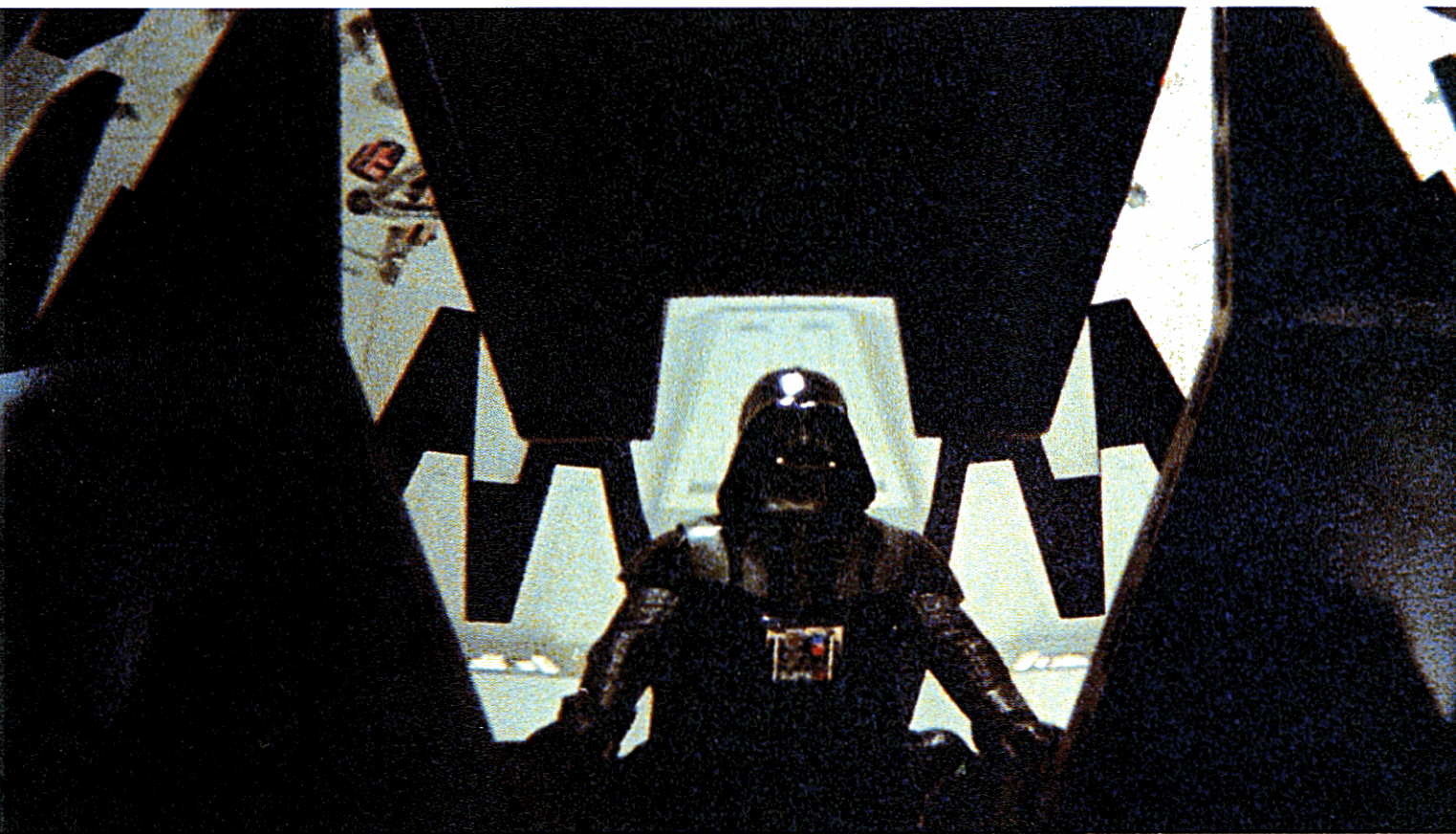
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## DARTH VADER

**D**arth Vader, the powerful Dark Lord of the Sith, lived his menacing existence sealed within a complex array of armor and life support equipment. Rumored to be more machine than man, Vader was dependent upon the black armored suit he wore for his very life. He could exist outside his highly-specialized shell only by remaining within a “meditation chamber” aboard his flagship that filled all the same life function requirements.

Vader, formerly Anakin Skywalker, had been a healthy, young Jedi at one time. During a lightsaber battle with his Jedi Master, Obi-Wan Kenobi, Vader fell into a molten pit. Kenobi left him for dead, but Vader survived. Unable to breathe on his own, Vader was thereafter forced to wear a breath mask and life-supporting armor. In various confrontations, both during his youth and after yielding to the dark side of the Force, Vader sustained massive thoracic injuries and the loss of at least one limb.

Later, as Vader became even stronger in his manipulation of the dark side of the Force, he custom designed a new breath mask unit. Terrifying in appearance, it incorporated a full helmet of black durasteel to conceal the scar tissue that covered his head. As he rose in political power under Palpatine, the black metal face of

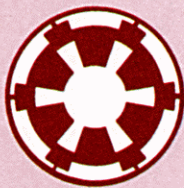
the mask he wore was the only one by which he was known. Subtle changes in the mask’s appearance occurred as technology improved, allowing Vader to miniaturize some systems and retool his fearsome visage.

Built into the metal mask and helmet were visual sensors, hearing augmentation systems and an electronic voice synthesizer—all designed for functionality, but resulting in making the countenance of the Dark Lord as frightening and formidable as possible. What remained of his body was locked into a complex pressure suit containing mechanical components and powerful enhancement devices.

Vader’s life-support system included a chest-worn, computerized control panel unit that regulated his respirational functions. Durasteel armor protected his shoulders and upper ribcage, as well as his shins. Belt-worn units monitored other functions. Much of Vader’s “hardware” was hidden by an array of heavy black cloaks, which served to add to his intimidating appearance.

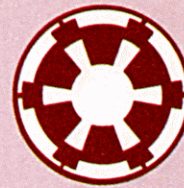
Finally turning from the dark side, Vader died protecting his son, Luke Skywalker, from an attack by the Emperor. The pure energy emitted by Palpatine as he used the Force against Vader damaged the Dark Lord’s life-support equipment to the point that it could no longer function, but not before Vader destroyed the Emperor by throwing him down a virtually bottomless shaft aboard *Death Star II*. ●





# STAR WARS

TECHNICAL JOURNAL



VISUAL ENHANCEMENT SYSTEM

AIR INTAKE/OUTPUT VENTS

VOCODER

CHEST ARMOR

LIFE SYSTEMS  
CONTROL COMPUTER

SHOULDER ARMOR

TEMPERATURE  
REGULATION SYSTEM

RESPIRATORY  
SENSOR  
MATRIX

INSULATED GLOVES

CODPIECE

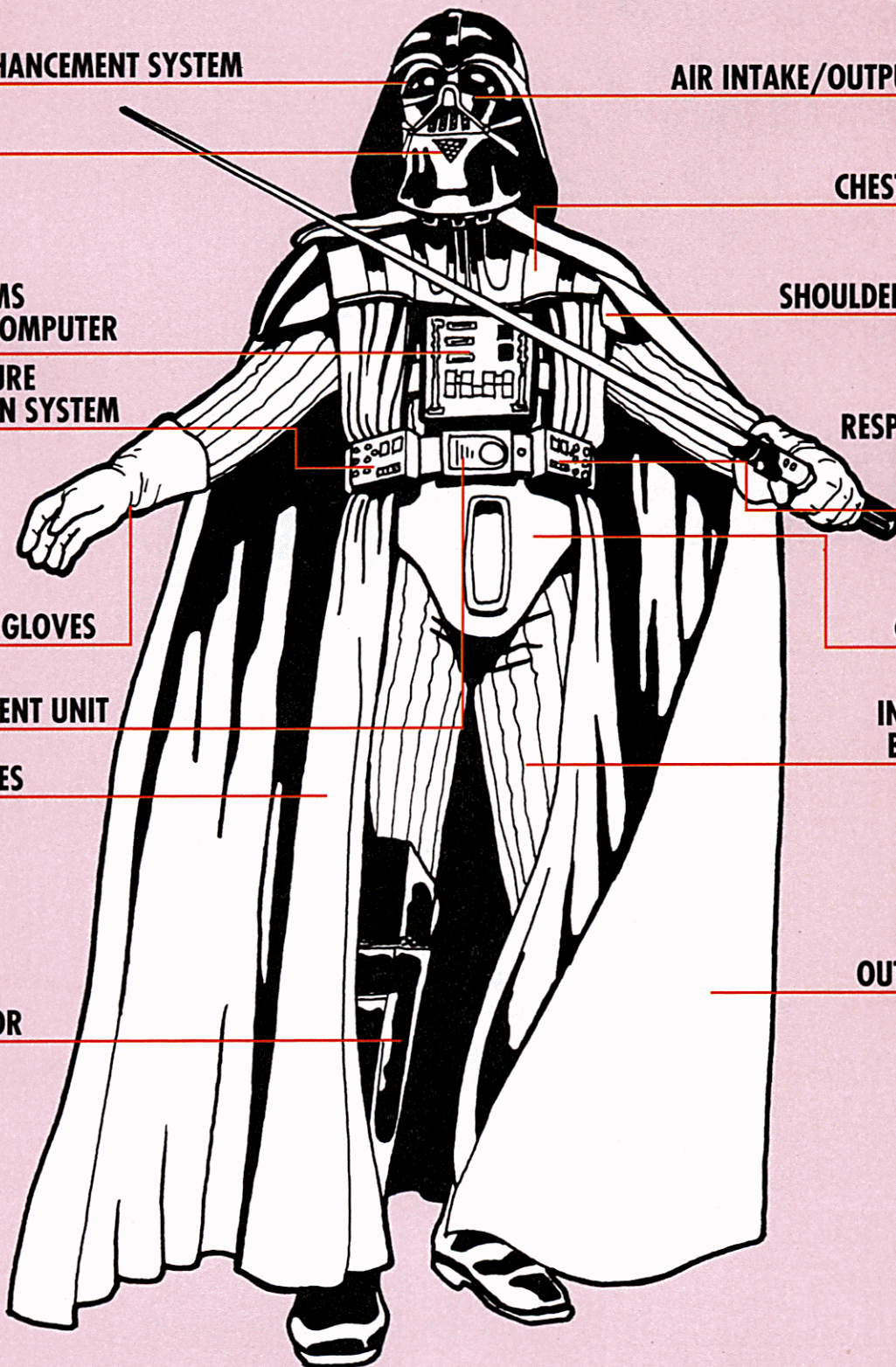
AUDIO  
ENHANCEMENT UNIT

INSULATED  
BODYSUIT

INNER ROBES

OUTER ROBE

SHIN ARMOR



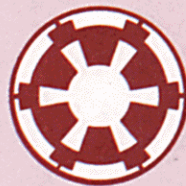
## VADER'S BODY ARMOR





# STAR WARS

TECHNICAL JOURNAL



HELMET ATTACHMENT CLAMPS

MAGNETIC LATCH

ATTACHMENT CLAMPS

BODY HEAT  
DISPERSION  
VENTS

VISUAL  
ENHANCEMENT  
SENSORS

EXPOSED HEAD

ATMOSPHERE SENSORS

MASK SEPARATION LINE

DURASTEEL SHELL

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UNITS

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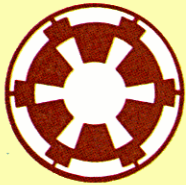
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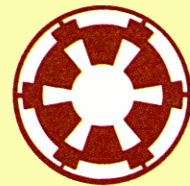
C-3PO shown actual size  
Photo by Bill DeMichele





# STAR WARS

TECHNICAL JOURNAL



PULMONARY SYSTEMS DISPLAY

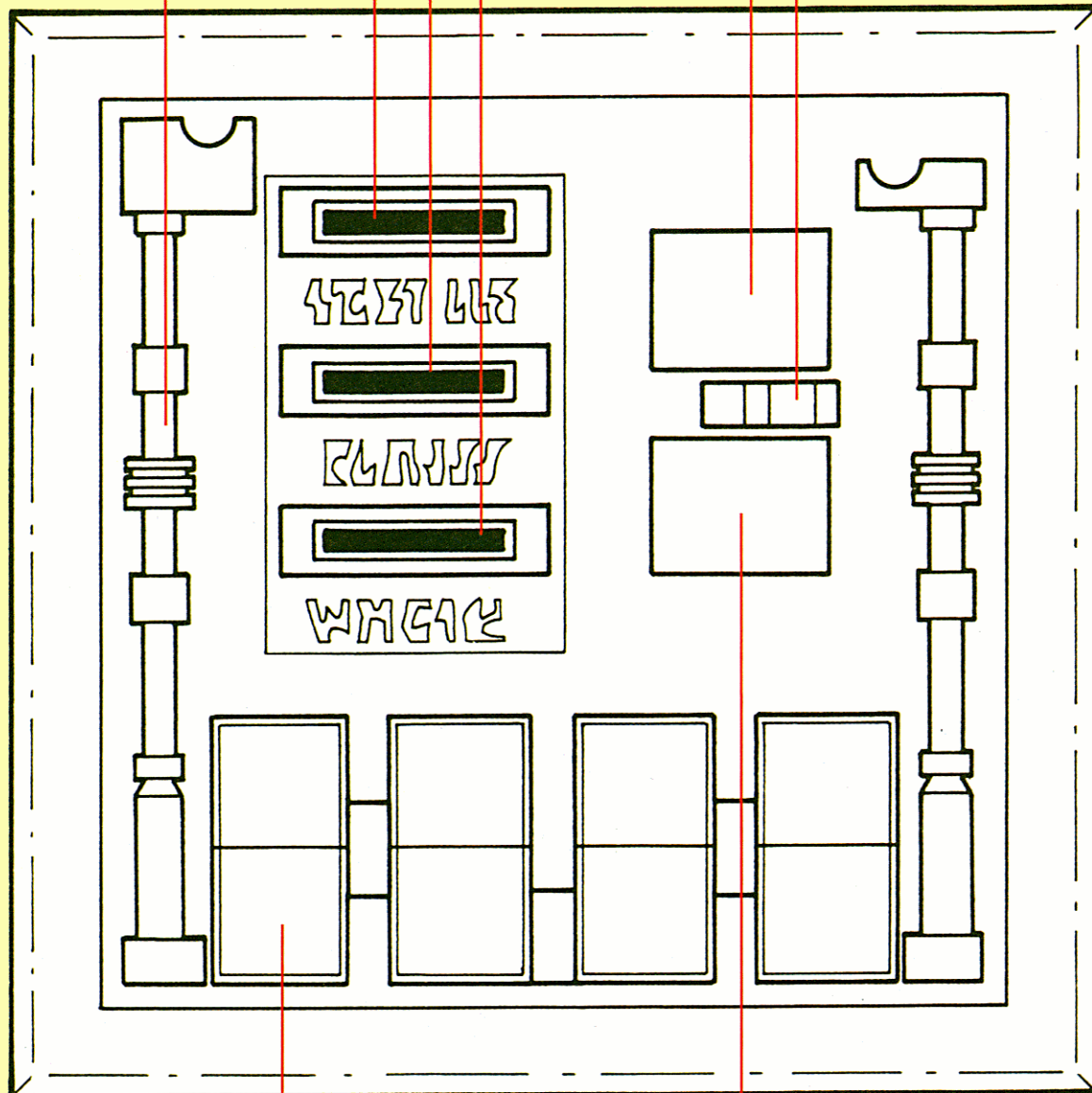
RESPIRATORY SYSTEMS DISPLAY

NEURAL SYSTEMS DISPLAY

LIFE FUNCTIONS  
SENSOR ARRAYS

COMMAND OVERRIDE SWITCH

AUTO/MANUAL SWITCH

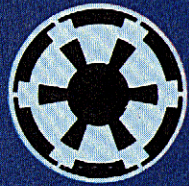


PROGRAMMING  
TOUCHPLATES

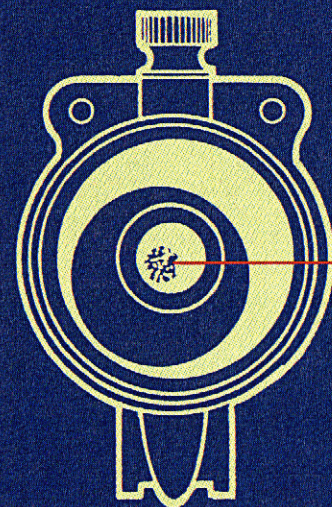
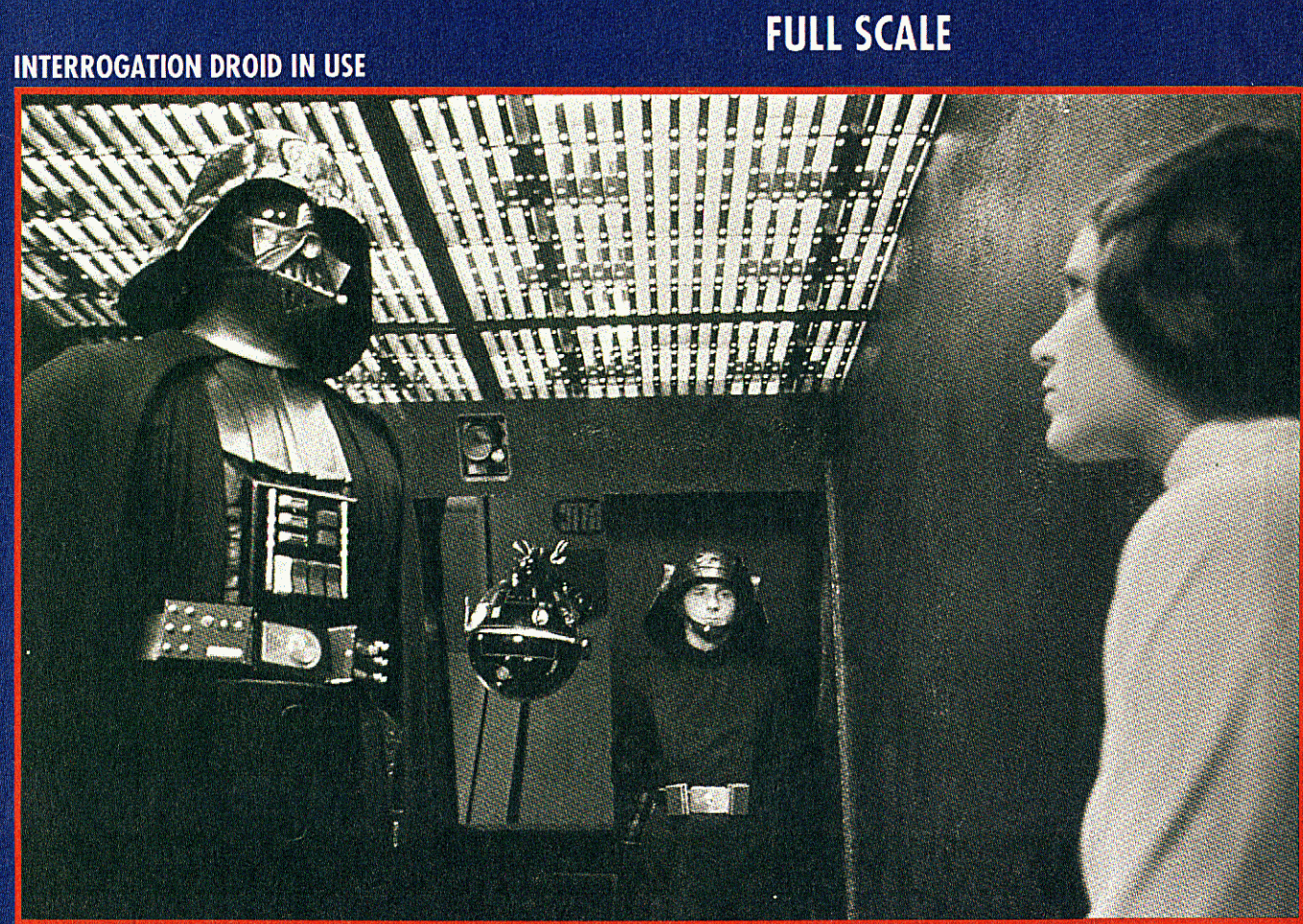
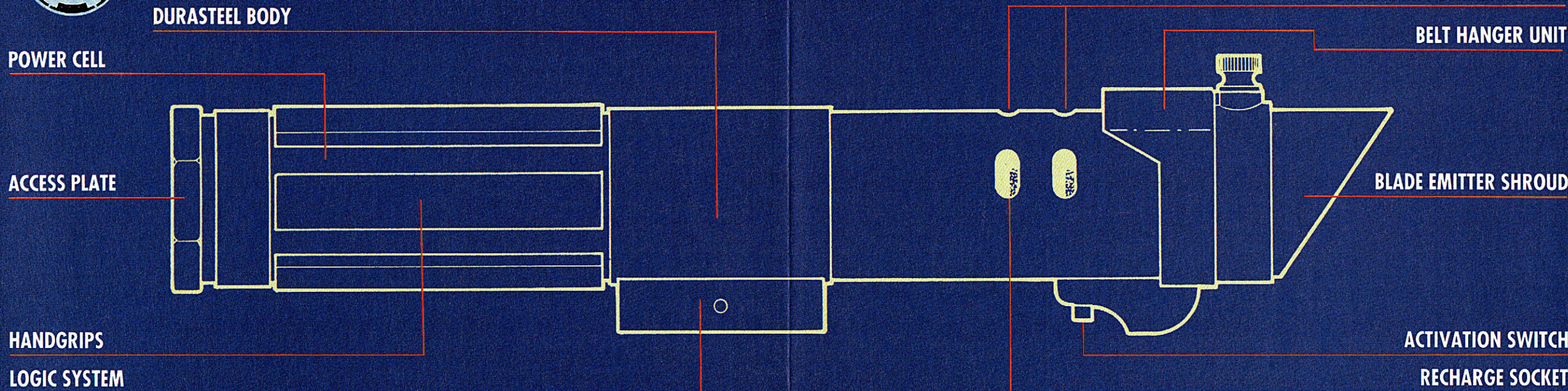
SYSTEM RESET SWITCH

## VADER'S CHEST BOX (LIFE SYSTEMS COMPUTER)





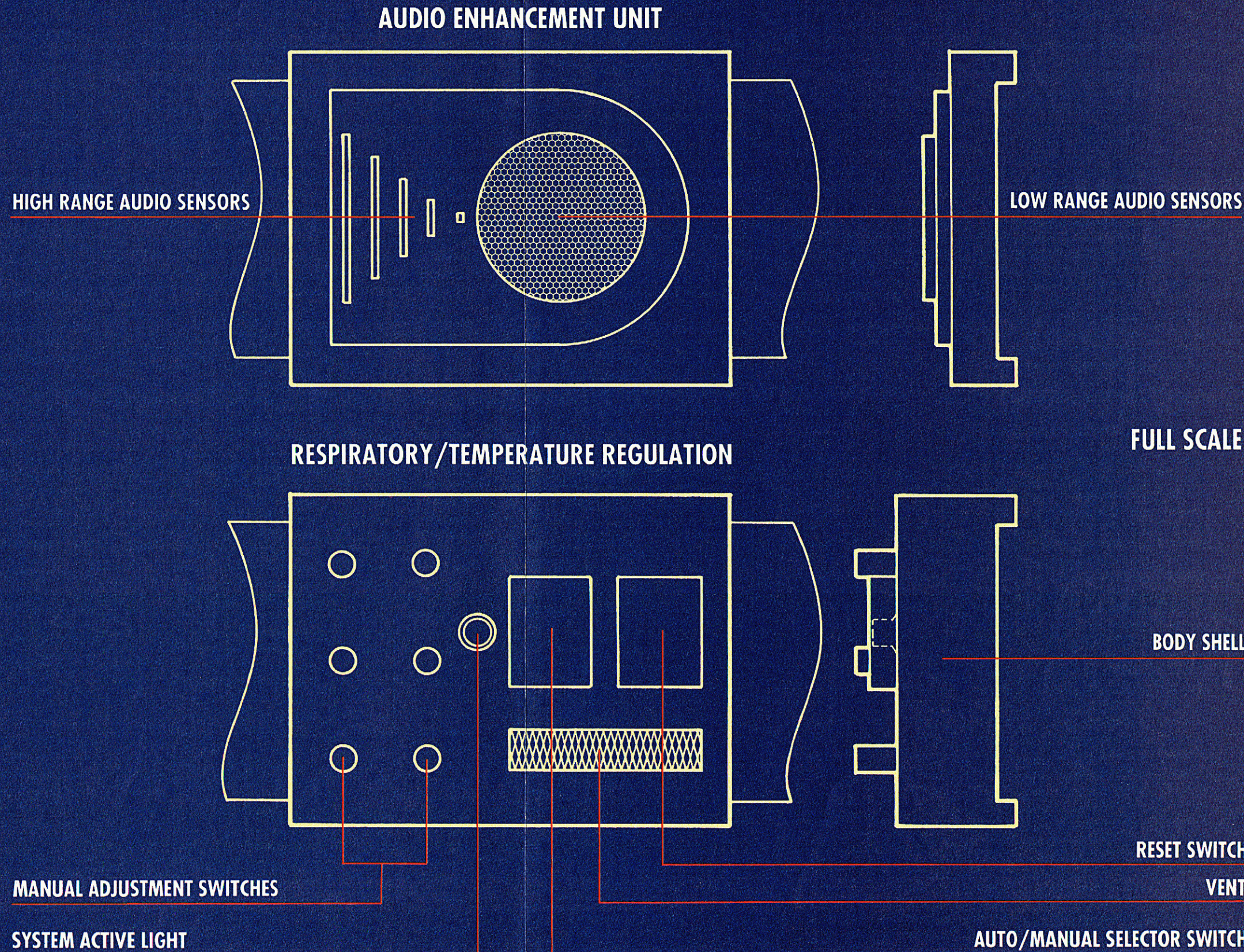
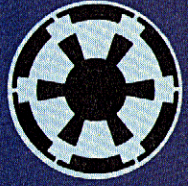
## VADER'S LIGHTSABER



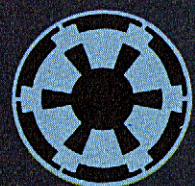
FRONT VIEW

EMITTER NOZZLE

## VADER'S BELT BOXES



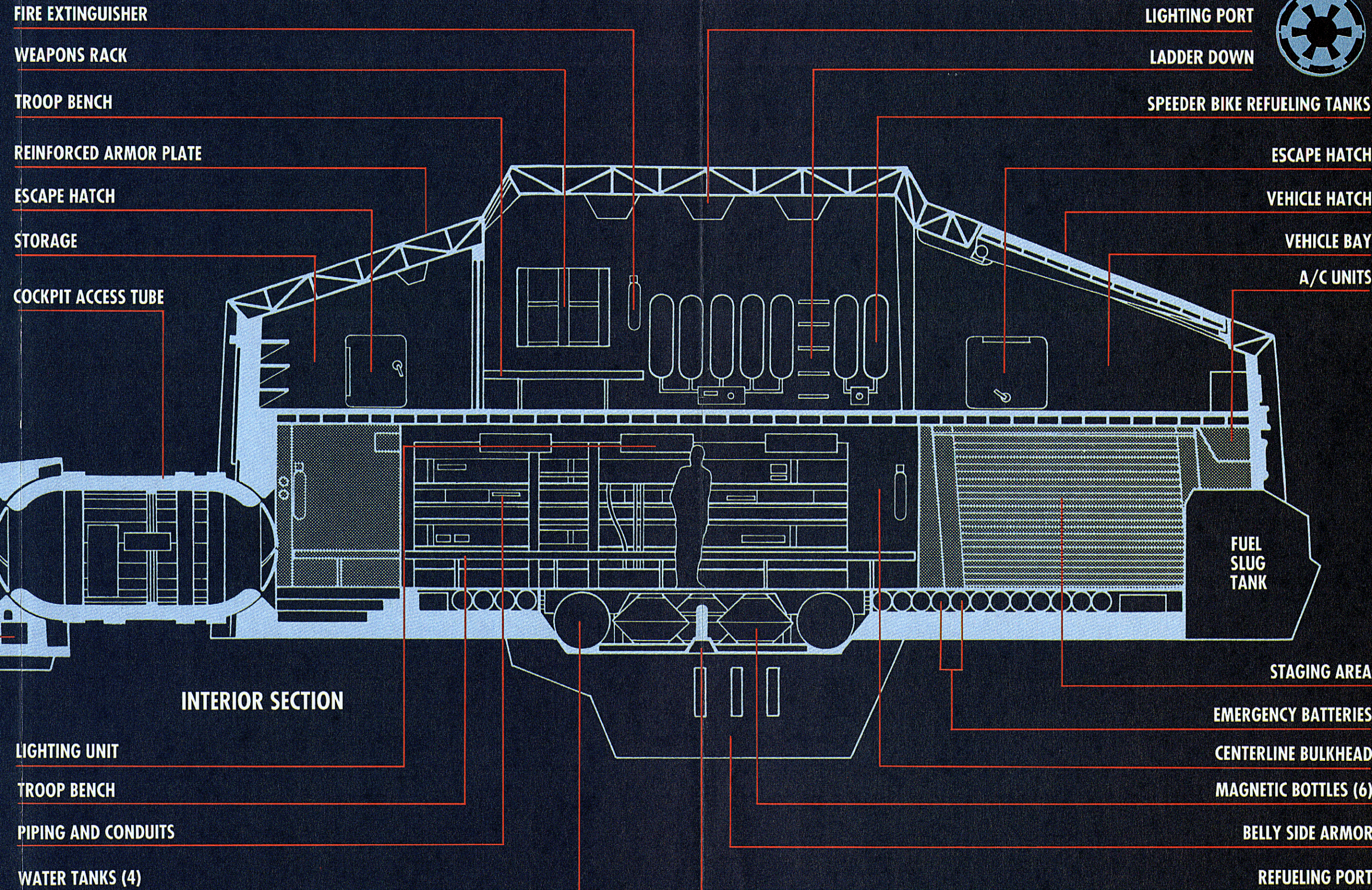
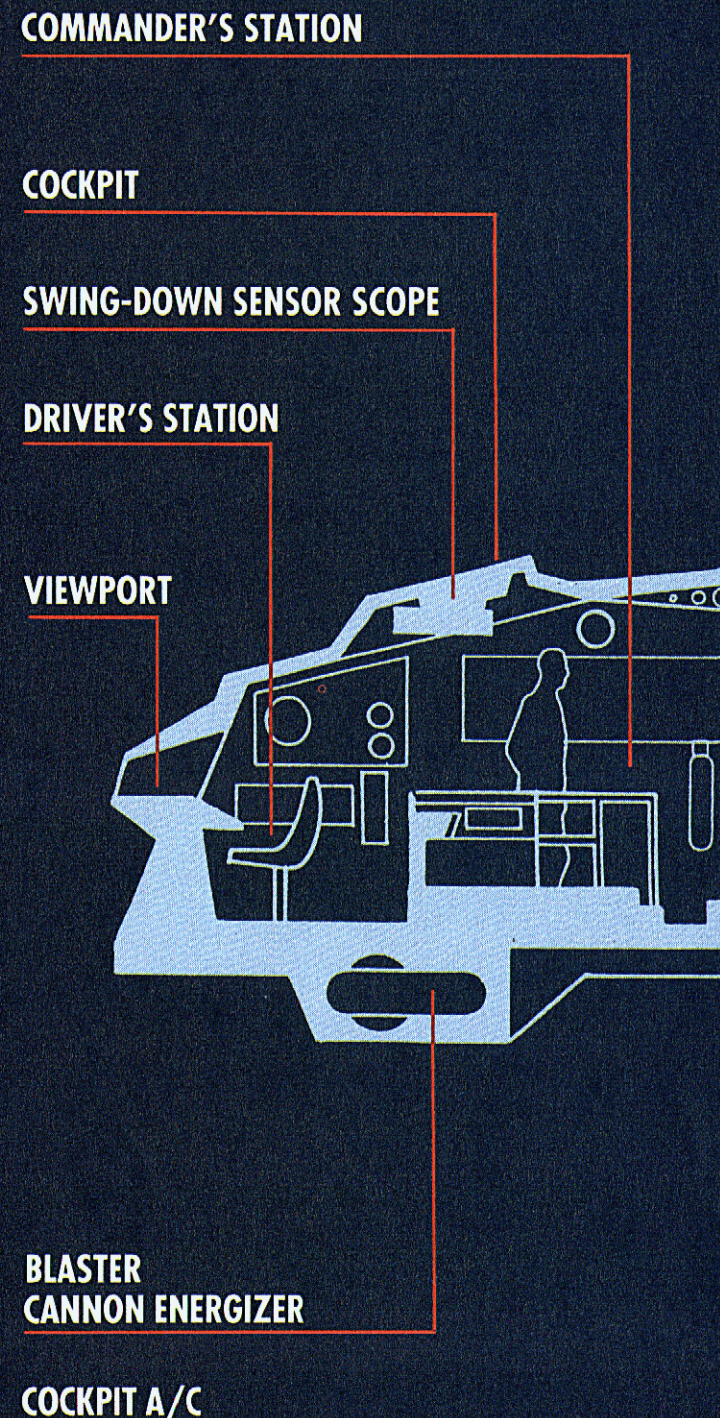
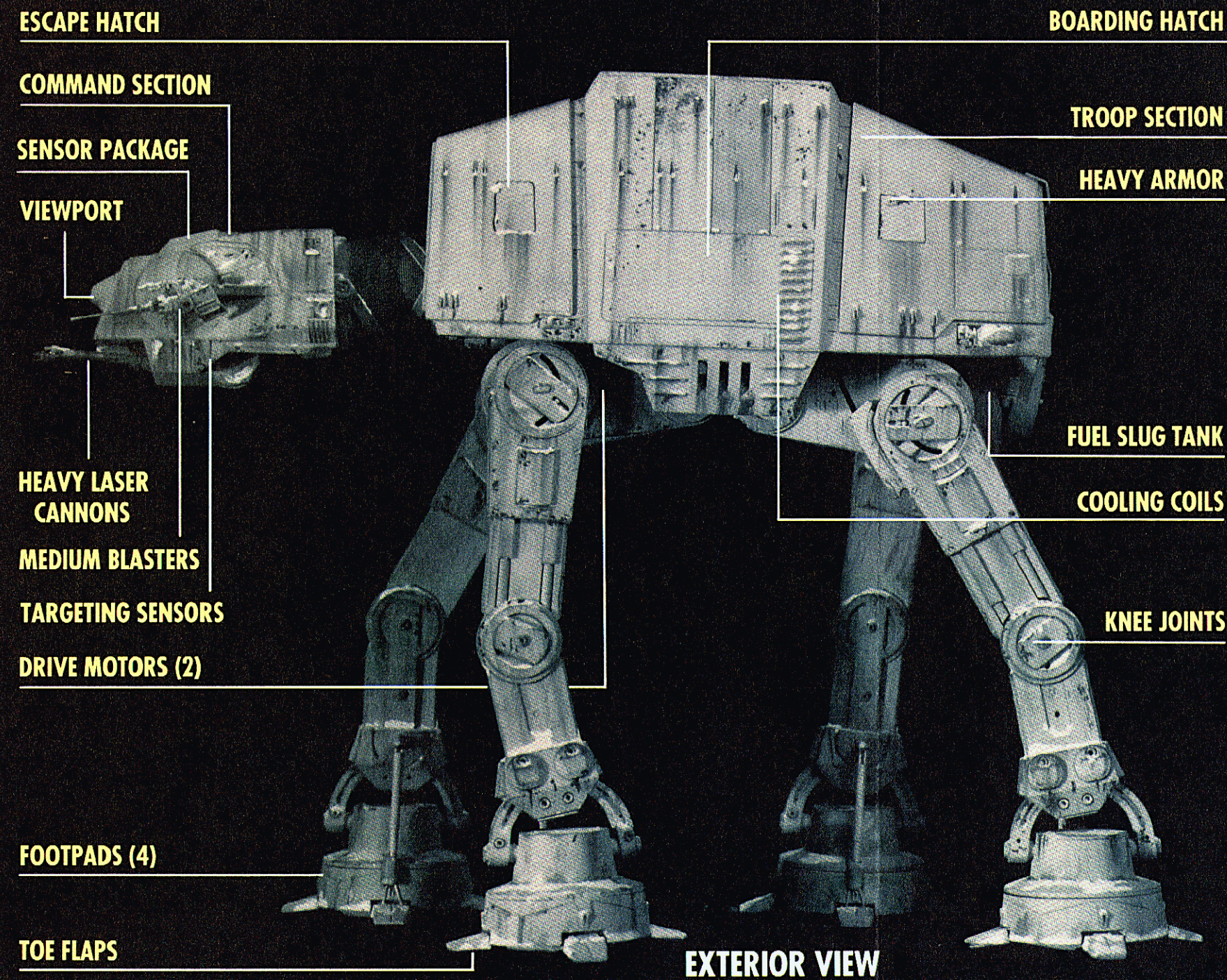




## IMPERIAL AT-AT

### AT-AT

VEHICLE CLASS: ALL TERRAIN ARMORED TRANSPORT  
HEIGHT: 16 METERS  
MAXIMUM SPEED: 60 KILOMETERS PER HOUR (OVER EVEN TERRAIN)  
CREW: THREE  
TROOP CAPACITY: 40  
WEAPONS: TWO HEAVY LASER CANNONS  
TWO FIRE-LINKED MEDIUM BLASTERS





## AT-AT

In designing its primary ground assault vehicles, the Empire knew that fear and superstition would play a big part in destroying the morale of those who might oppose its ground forces. To this end, Palpatine approved a series of vehicles that resembled, more than anything else, massive beasts that dwarfed any repulsorlifts or crawlers in use by the worlds of the Old Republic. Awesome when on the move, shaking the ground with each step, these walkers instilled fear into even the most hardened enemy troops.

The Imperial All Terrain Armored Transport (AT-AT) is a formidable battle field vehicle. Assembled at the Kuat Drive Yards to exacting specifications, the AT-AT is the largest of the walker designs, and can perform equally well in desert, forest or snow conditions. Controlled by pilots in the forward "head" section of the vehicle, this impressive metal monster moves along at a rapid and unstoppable rate toward its target, crushing anything and everything in its path beneath its massive durasteel feet. The great height from which it is controlled allows the AT-AT crew to see over obstacles that might hamper other vehicles, such as trees or the low buildings that would be encountered during urban battle situations. The AT-AT's "head" section is connected to the main body by a flexible armored tunnel resembling a neck, and this flexibility permits the control cockpit to swing from side to side and up and down as if the beast were peering around for its victims.

Looking through a transparisteel viewport, the pilot and co-pilot can swing the "head" in arcs of 60 degrees (vertically) and 90 degrees (horizontally), providing them with a superior view of the battlefield around them. This ability is augmented by a wide range of sensory and targeting devices that provide a 360 degree battlescan image, which can be viewed superimposed upon the viewport or seen via a periscope-like targeting display suspended from the cockpit ceiling. The standard crew consists of an AT-AT Commander, a pilot and a co-pilot, who is primarily responsible for weapons.



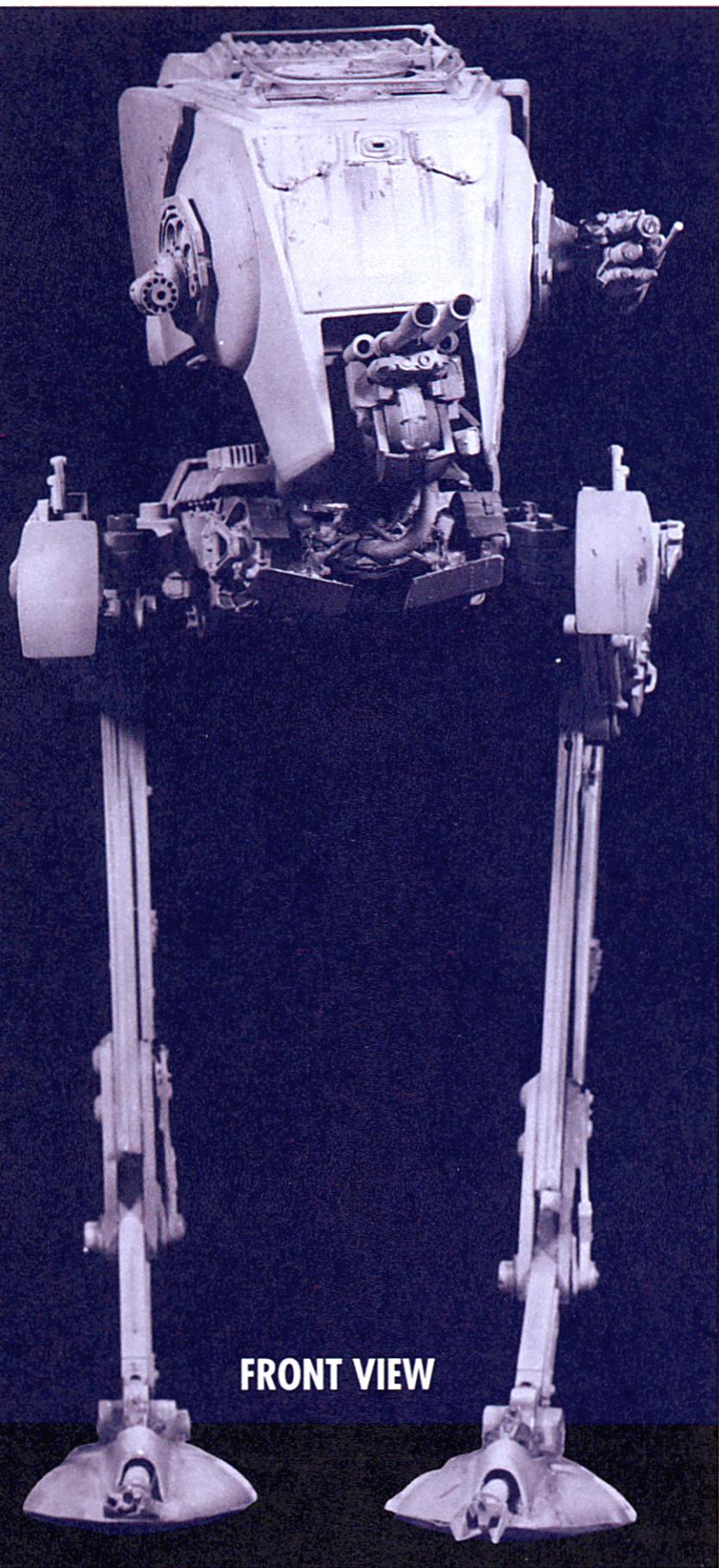
SCOUT WALKER

## IMPERIAL WALKERS

Two fixed heavy laser cannons, targeted via head movement, are mounted beneath the "chin" area of the control head. On the cockpit's sides are mounted steerable medium blasters that can be brought to bear by computer-aided targeting. This allows the AT-AT to fire in multiple directions, at multiple targets, at once.

AT-AT walkers load and drop the troops they carry by "kneeling" to allow the use of a ramp in the main body. In this way, battle-ready stormtroopers "hit the ground running," weapons drawn, initially shielded from enemy





**FRONT VIEW**

fire by the massive bulk of the walker above and around them. Side-mounted hatches allow personnel to enter or exit the vehicle via the boarding ramps of Imperial landing platforms.

Walker armor is virtually impervious to blaster fire, but it can be penetrated by repeated concussion missile assault. Luke Skywalker was able to cut a hole in the outer skin of one walker using his lightsaber, after which he lobbed in a concussion grenade and dropped to safety. The walker was destroyed. Other walker weaknesses include a lack of ability to regain balance once it has been lost, and susceptibility to repeated attack upon the gun emplacements or the "neck" area of the vehicle, where vital control linkages run.

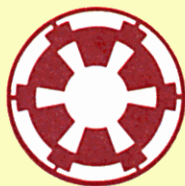
## AT-ST

**T**he All Terrain Scout Transport (AT-ST) is a smaller, faster variant of walker design. These scout walkers are utilized primarily for reconnaissance, although they are being used in growing numbers as direct reinforcements for front-line, on-foot battle assaults. While they are less heavily armored than AT-ATs, they need less due to their greater speed. Repeated heavy blaster fire will penetrate the hide of the AT-ST, but it is difficult to get one to sit still long enough to make this possible. These lighter walkers are also susceptible to prepared traps such as covered pits, trip-wire explosives and water or flammable oil-filled trenches. Such traps were put to good use on Endor, where several AT-STs fell prey to everything from rolling logs to Wookiee brute force. Because of this, troops on foot usually move into battle areas first in order to check for such defenses.

Each AT-ST carries fixed, twin blaster cannons low and forward on the "head" section of the vehicle. Sensor pods on the port and starboard sides of the control head carry additional weaponry in the form of light blaster cannons to port and a concussion grenade launcher to starboard.

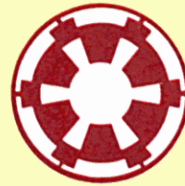
Maintaining balance can be a problem for these bipedal machines, so they tend to remain on level ground whenever possible. Often, AT-STs move alongside advancing AT-AT formations in order to "mop up" ground troops, who might seek relative safety beneath or behind the larger walkers.





# STAR WARS

TECHNICAL JOURNAL



INGRESS/EGRESS  
HATCH

LIGHT  
BLASTER  
CANNON

ARMOR PLATE

SENSOR POD

GYRO SYSTEM

DRIVE ENGINE

KNEE  
JOINT

TWIN  
BLASTER  
CANNONS

## AT-ST

VEHICLE CLASS:

ALL TERRAIN SCOUT TRANSPORT

HEIGHT:

6.3 METERS

MAXIMUM SPEED:

90 KILOMETERS PER HOUR (OVER EVEN TERRAIN)

CREW:

TWO

TROOP CAPACITY:

NONE

WEAPONS:

ONE TWIN BLASTER CANNON

ONE TWIN LIGHT BLASTER CANNON

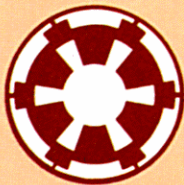
CONCUSSION GRENADE LAUNCHER

ANKLE JOINT

FENCE-CUTTING BLADES

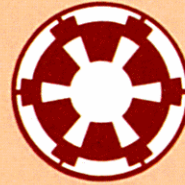
FOOTPADS





# STAR WARS

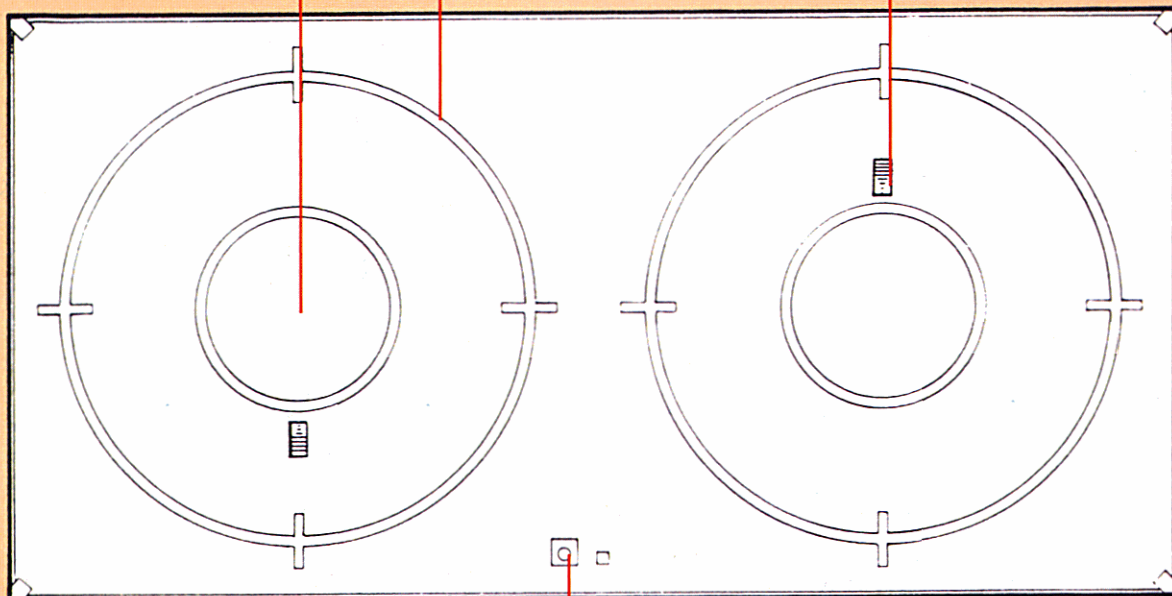
## TECHNICAL JOURNAL



**LANDING DECK**

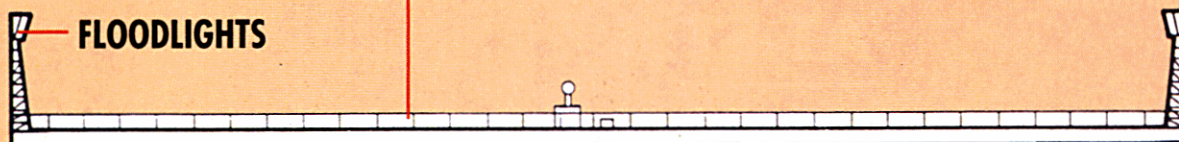
**LANDING TARGET**

**STAIRWAY TO  
TURBOLIFT LOBBY**



**RAILING**

**LANDING TRACTOR BEAM EMITTER**



**FLOODLIGHTS**

**AIR INTAKE VENTS**

**AT-AT  
GANTRY  
(6)**

**FLOODLIGHT**

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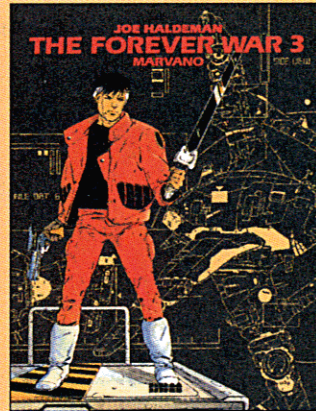
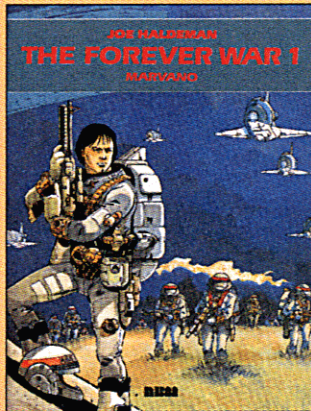
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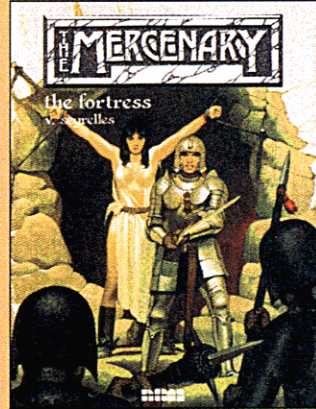
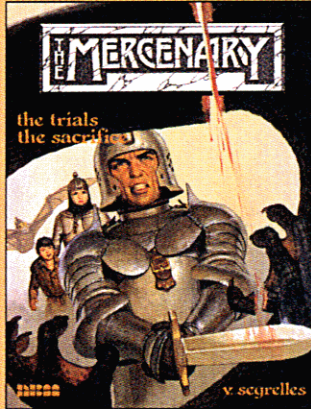
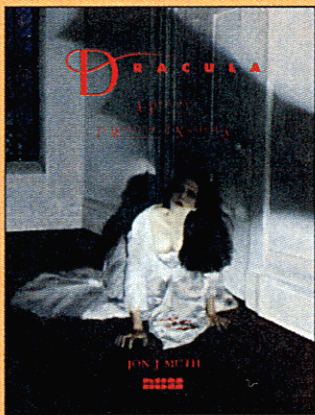
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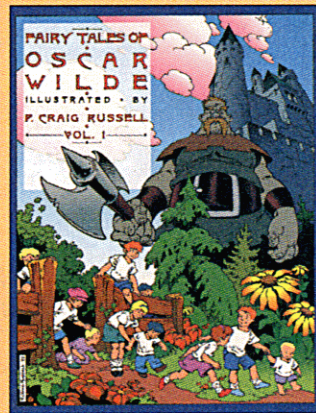
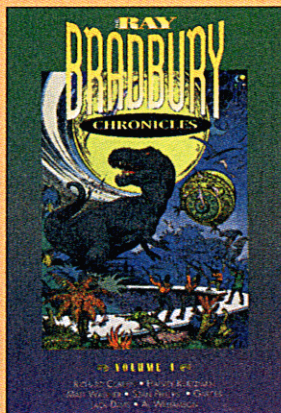
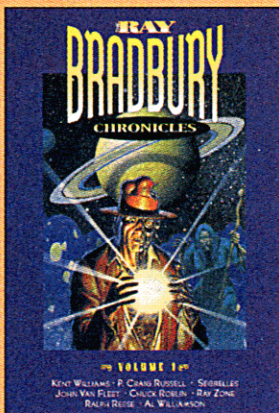
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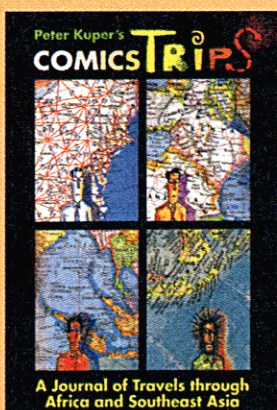
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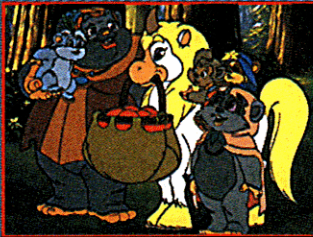
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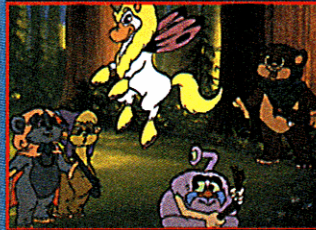
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#STWE3



#STWE4



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#STWE5



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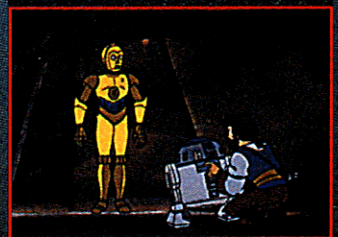
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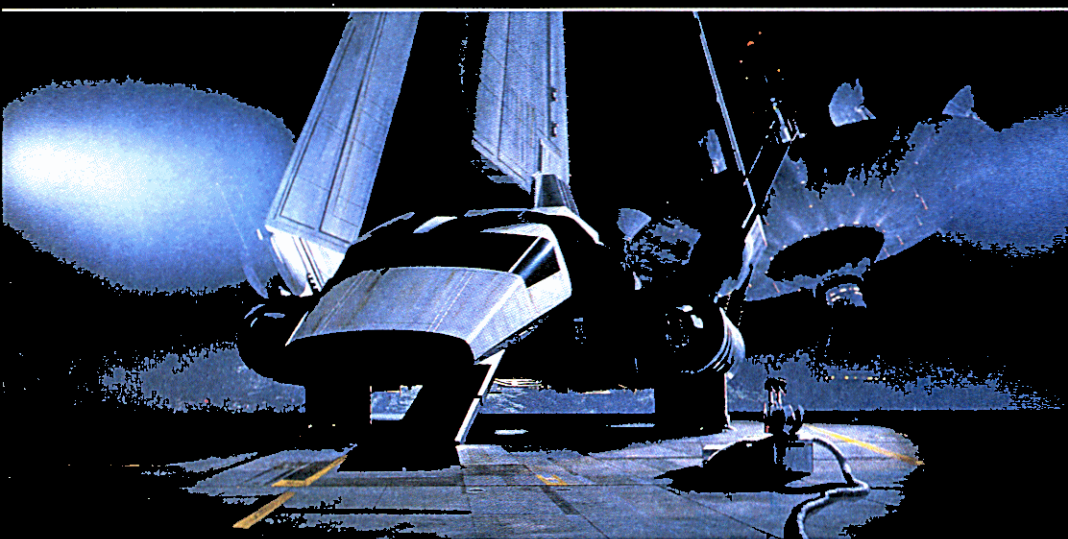
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## IMPERIAL SHUTTLE

**B**ased loosely upon the tri-wing symmetry of Incom's T-16 skyhopper, the standard Imperial shuttle has become a mainstay of Imperial governmental transportation. The vessel's unusually strong defensive shielding made it a favorite of Palpatine's, who usually traveled alone in a luxuriously-appointed private shuttle dedicated to his use only.

While the shuttle is generally best suited to space travel, atmospheric flight is made more stable by the ship's three huge wing surfaces. While the large center wing is fixed and static, the port and starboard wings must be raised to a vertical position for landing. This feature makes the Imperial shuttle quite graceful during takeoffs and landings. Boarding and debarkation take place via a long, telescoping ramp that extends from the lower forward fuselage, just beneath the cockpit.

An unusual feature of the *Lambda*-class shuttle is its twin-gear landing system. A forward, third landing leg was made unnecessary

by the shuttle's extremely heavy power core and hyperspace motivator unit, which ride squarely atop the ship's legwells. The great energies generated by the vessel's power plant allow its high number of weapons emplacements, making the shuttle quite formidable when attacked. Rotating twin laser turrets on the leading edge of each lower wing give the ship a variety of possible firing arcs, and cannon emplacements affixed facing fore and aft provide secondary firepower.

The *Lambda*-class played a vital role in the Rebel attack during the Battle of Endor. An Imperial shuttle, launched from the Mon Calamari flagship, was used by the Rebel forces in order to gain access to the Imperial power field generator on the planet's surface. Using an intercepted entry code, the shuttle *Tydirium* made its way safely through the Imperial defenses surrounding the planet and successfully landed only a few kilometers from the intensely-guarded power station. The next day, General Han Solo and his troops breached the security of the generator station and destroyed it, leaving the orbiting *Death Star* open to attack by Rebel forces. ●

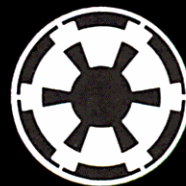
<b>VESSEL TYPE:</b>	<b><i>Lambda</i>-class T-4a Personnel Transport</b>
<b>MANUFACTURER:</b>	<b>Sienar Fleet Systems (sublicensed to Cygnus Spaceworks)</b>
<b>COMBAT DESIGNATION:</b>	<b>AGTS (Armed Government Transport Shuttle)</b>
<b>LENGTH:</b>	<b>20 meters</b>
<b>CREW:</b>	<b>Four</b>
<b>PASSENGERS:</b>	<b>14 (capacity)</b>
<b>RANGE:</b>	<b>17 parsecs (hyperspace active)</b>
<b>HULL COMPOSITION:</b>	<b>Durasteel/carbon fiber</b>
<b>SHIELD RATING:</b>	<b>9.4</b>
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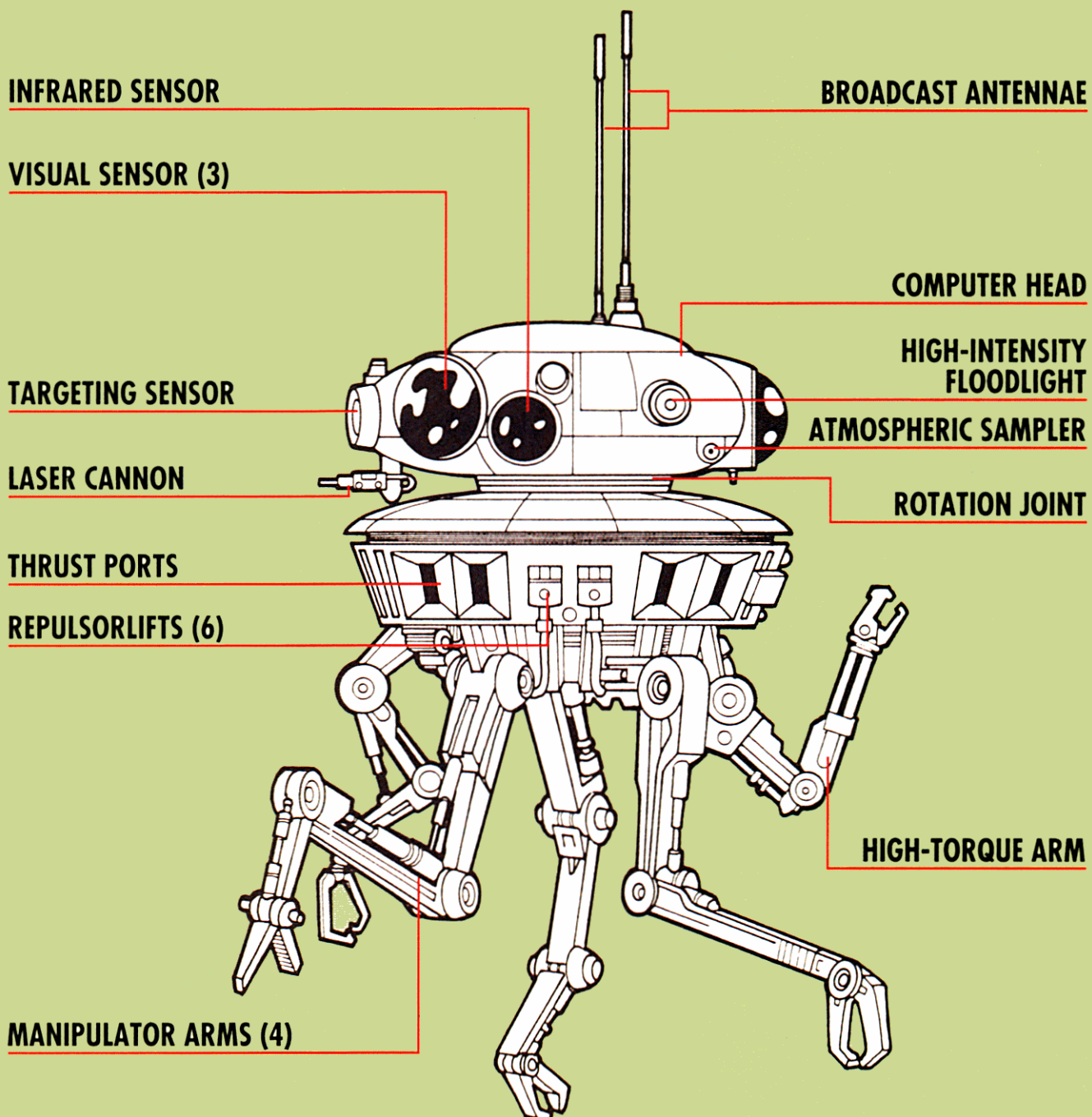
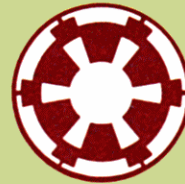
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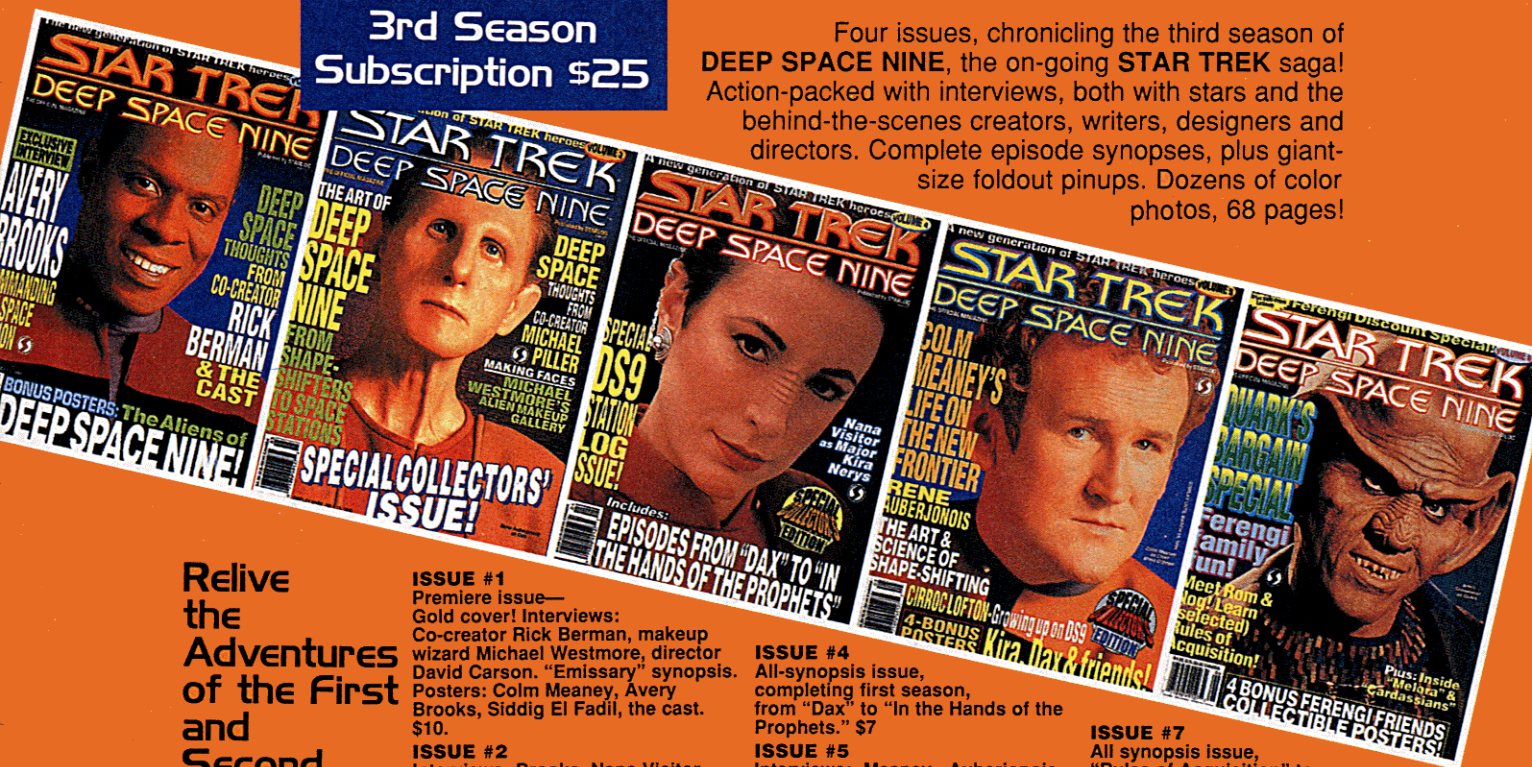
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Blasters fire intense pulses of focused light, combined with packets of accelerated high-energy particles. Blaster energy sources vary from rechargeable, miniaturized power cells (for pistols and rifles) to portable power generators (for tripod-mounted versions) to energy spectrum converters in the case of ship-mounted artillery. Power output can be varied on most models;

the highest setting on most blasters will vaporize any material short of carbon-fiber-reinforced durasteel. Minimum settings will merely interfere with the nervous system of a target victim, stunning him until such time as the effect wears off (usually within 10 minutes). Any firing within an oxygen/nitrogen atmosphere will be accompanied by the distinct smell of ozone in the air. The color of a given blaster bolt will vary with power intensity, internal lens arrangement and even by weapon manufacturer.

The three top blaster makers in Imperial space are Merr-Sonn Munitions, Inc., the SoroSuub Corporation and BlasTech Industries. While BlasTech sells to anyone, the other two companies are held to exclusive Imperial contracts and provide only to the Imperial military. This does not prevent their products from turning up on the black market, however, and more than one smuggler arms himself with the best the Empire has to offer. Imperial stormtroopers carry blaster rifles with an increased range over most commercially-available models, giving them an edge in riot control and planetary battle situations.

Also available to the general populace of the Empire is a stun-only version of the blaster. Initially designed and built by BlasTech, this less expensive variant has but one power setting and will merely disable an opponent. The beam of this weapon has little or no effect on inanimate surfaces, although one might notice a slight warming of any area hit by a stun blast.

The generic term "blaster" applies to anything from pistols to vessel-mounted heavy cannons. Most of the ship-mounted versions also include targeting computers and independent shielding systems for the protection of both hardware and firing crews. Ship-mounted versions, since they are used primarily in vacuum situations, carry a greater range than blasters of equal power used within planetary atmospheres.



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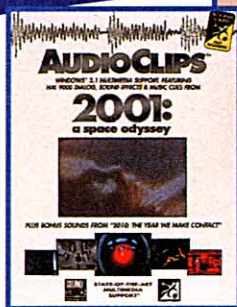
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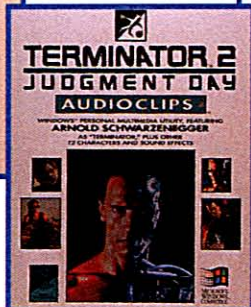
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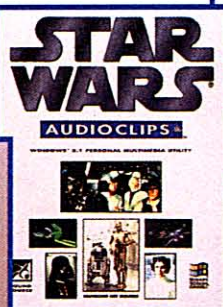
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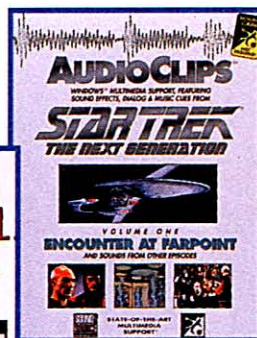
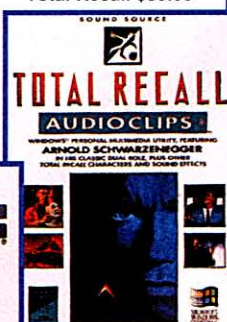
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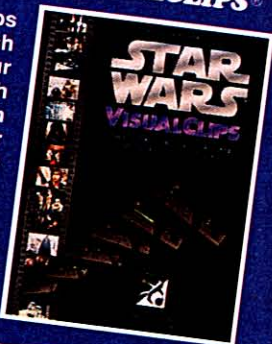


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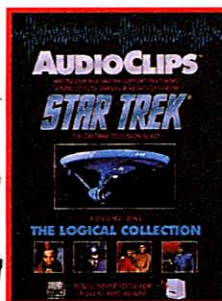
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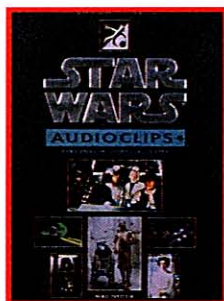
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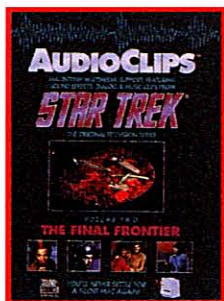
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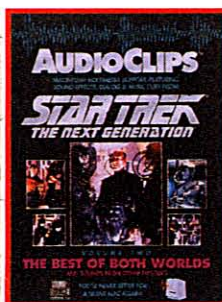
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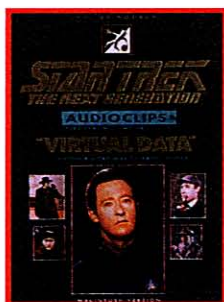
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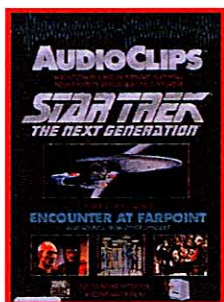
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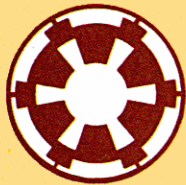
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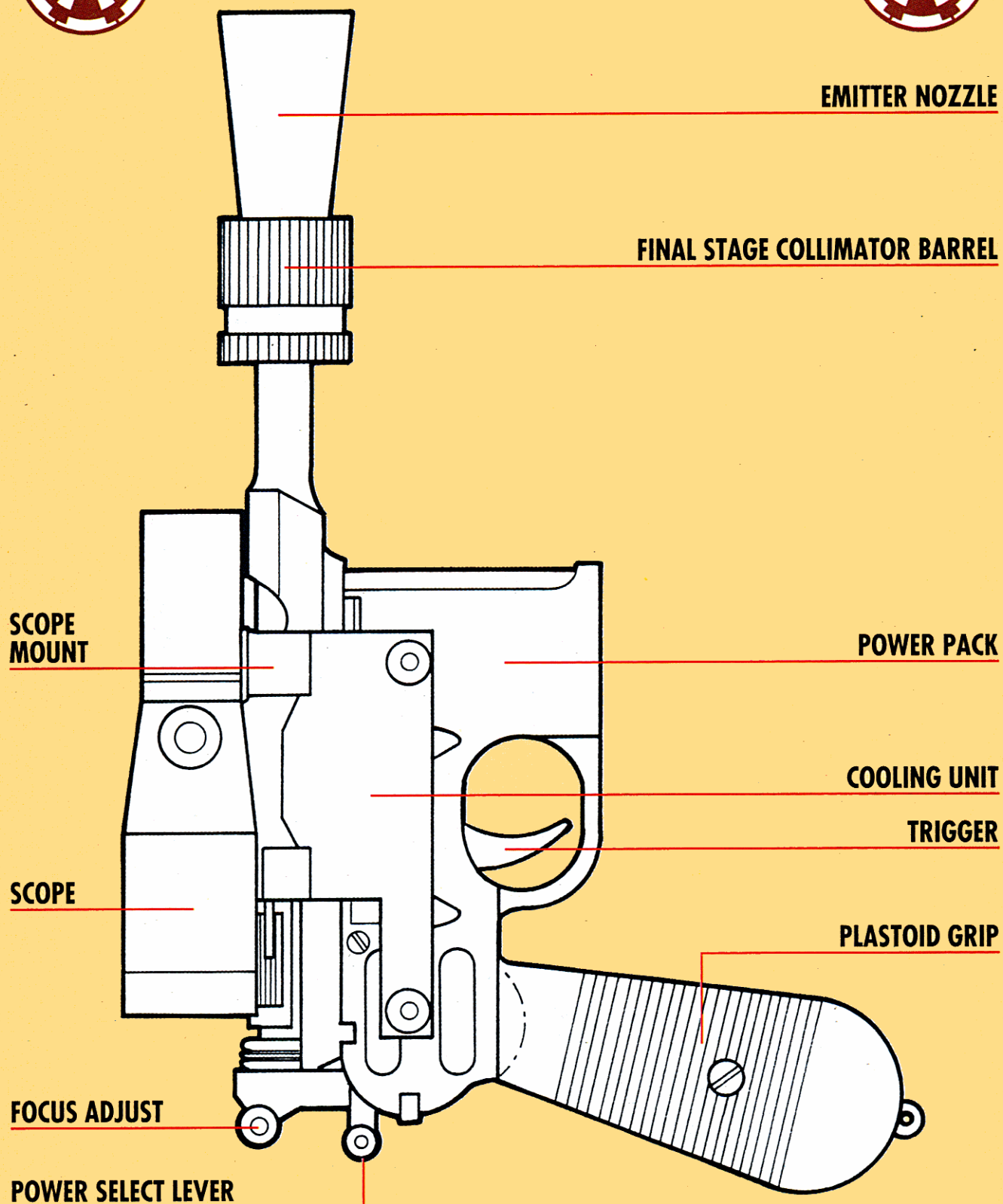
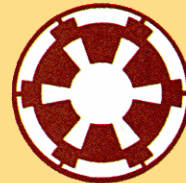
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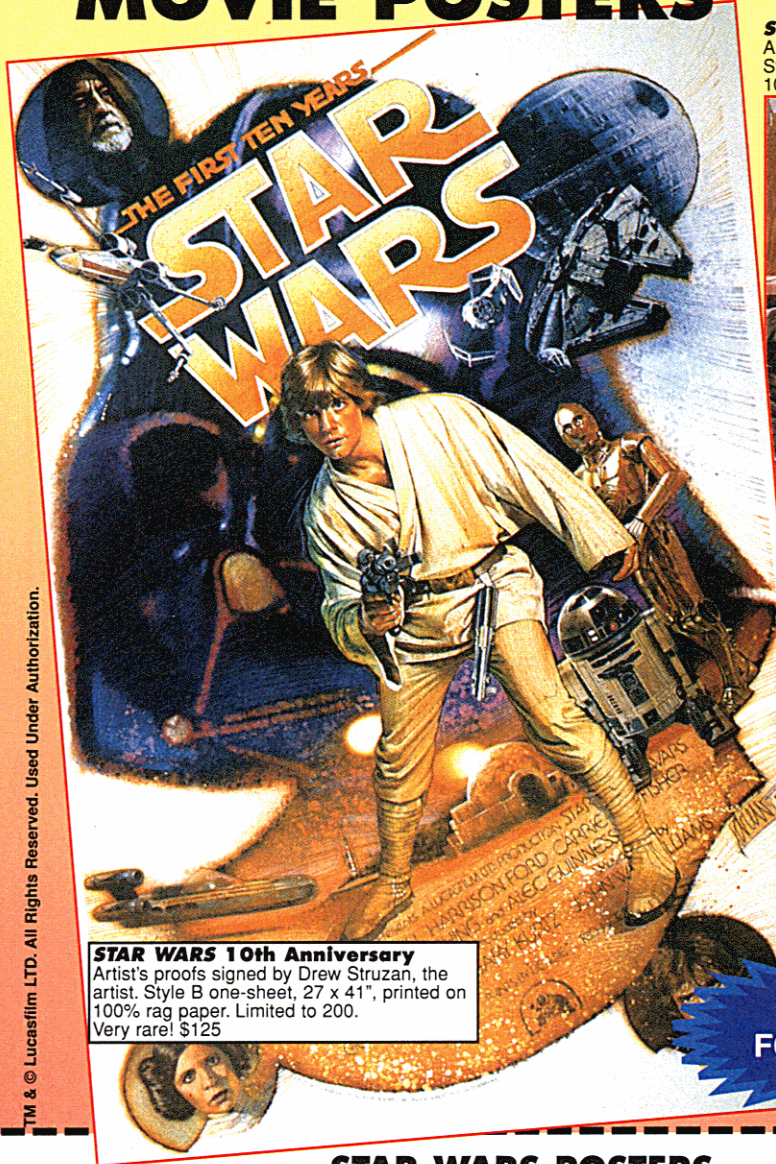


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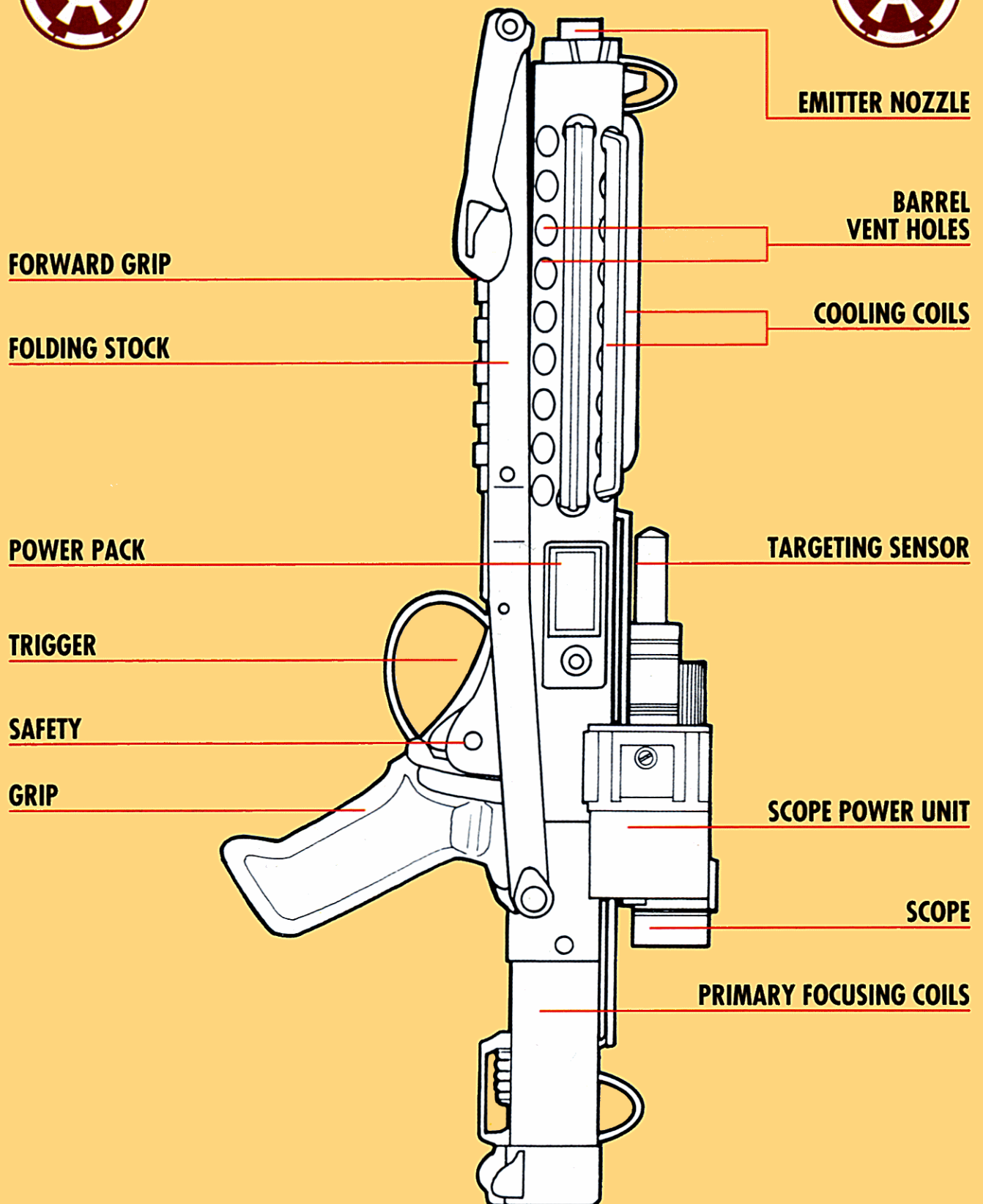
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